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Scavenger Hunt

An Adventure for use with *Star Wars: The Roleplaying Game*



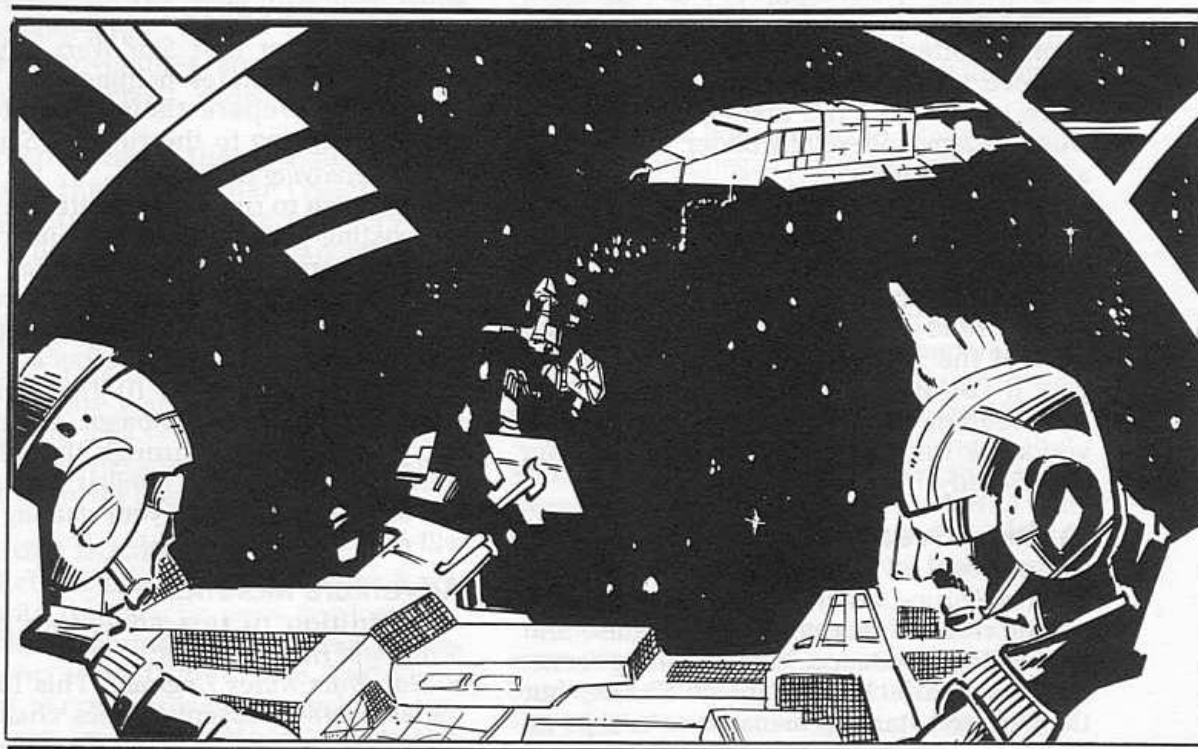
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In Paradise Sector one alien's garbage is another's treasure. But when that junk sparks a wild quest across the galaxy, only a courageous group of Rebel heroes can save the Alliance.

STAR WARS®

Scavenger Hunt

by Brad Freeman



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ntroduction

The music begins before the curtain opens, a vibrating fanfare that swells to a crashing crescendo. The curtains roll back, and a span of distant stars unfolds. Gasps, laughter and thundering sound effects rock the theater. Somewhere popcorn falls to the floor, forgotten. What happens on the screen is more important than a simple snack, more real. That's the atmosphere of *Star Wars*, an atmosphere of wonder, excitement, and non-stop action.

Throughout this adventure, we provide you with hints to help recreate the atmosphere of those wonderful films. If you plan to be the gamemaster of this adventure, you should read it thoroughly, taking special note of the sidebars and tips directed at you. If you plan to play in the adventure, stop reading now. You'll spoil the game if you know the story, and that's just not fun for anybody.

In This Adventure ...

... a group of Rebels are on a mission to destroy *Elusive*, an Imperial transport carrying information that could compromise and endanger the Alliance. In the opening scene, the Rebels attack and damage *Elusive*, but the battered starship manages to escape into hyperspace before they can finish it off. Shortly thereafter, the Rebels intercept a transmission from an alien race called the Squibs, which indicates that the ship may still be in the sector. Unfortunately for the Rebels, the exact coordinates of *Elusive* are transmitted in a strange code.

The Squibs agree to give the Rebels the uncoded information, but only if they first run a tiny "errand;" an errand to a place they call "Paradise System." What follows is a comical side trip as the Squibs use the Rebels to solve their problems with a rival race, the Ugors.

If the Rebels accomplish the mission and convince the Squibs to give them *Elusive's*

coordinates, they earn a second shot at the Imperial transport. But unknown to them, the Empire has bolstered *Elusive's* firepower with a squadron of TIE fighters!

Preparing to Play

If this is your first *Star Wars* adventure, spend a few minutes helping your players select and prepare their character templates according to the rules of *Star Wars: The Roleplaying Game*.

If you plan to run this adventure as part of an existing campaign, be certain to review your players' character templates so that you may adjust the adventure to make use of their particular skills and experience. You may also want to alter the background or opening sequence to fit the adventure smoothly into your campaign. As gamemaster, you must read through the adventure thoroughly. The more familiar you are with the text, the smoother your gaming session will run.

Adventure Materials

In addition to this adventure booklet, *Scavenger Hunt* includes:

- *Star Wars Rules Upgrade*. This four-page folder contains essential rules changes and clarifications for *Star Wars: The Roleplaying Game*.
- *The Pullout Section*. The four-page pullout section includes the script that starts the adventure, a gamemaster diagram, a mission diary handout for the players, new starship statistics, and non-player character templates.
- *Imperial Shuttle Floor Plans*. Full-color floor plans of a Lambda-class Imperial shuttle, the ship the Rebels use in this adventure.
- *Additional Materials*. You also need the following items, not included in this adventure, to play *Scavenger Hunt*: a copy of *Star Wars: The Roleplaying Game*, pencils, paper,

and as many six-sided dice as you can gather. Other materials, such as *The Star Wars Sourcebook*, *The Star Wars Campaign Pack*, and *Star Wars Miniatures Sets* are also recommended, as are appropriate music and refreshments.

Difficulty Numbers and Game Balance

As gamemaster, you must modify this adventure to fit your particular group of players using the "Difficulty Number Scale" found in the rules upgrade.

For example, if the text says a Rebel must make a Difficult *streetwise* roll to accomplish a given task, turn to the "Difficulty Number Scale" and assign a number between 16 and 20, depending on the level of skill of your players' characters.

Note, in all adventures, attributes are capitalized and italicized, skills are only italicized.

Also keep in mind that the number of Rebels and their particular type of templates affects the outcome of every encounter. This adventure is designed with four to six novice characters in mind. Additional or more experienced characters may require you to beef up encounters, while fewer or more inexperienced characters may require you to scale down the encounters. The idea is to challenge the PCs, neither overwhelming them nor making things too easy for them.

Adventure Background

Some Rebel bases and installations have made it into the galactic news services, becoming almost shrines or memorials to the people who served there. The Dantooine base that served so well for so long; the fighter base on Yavin's Moon, where the Death Star was destroyed; these and other rumored strongholds create the legends that surround this terrible civil war.

But it is in places like Dankayo, a little-remarked planet in a little-known system, that the unsung war is waged. Dankayo, an Alliance administrative base, coordinated clandestine missions throughout no less than three separate sectors. Extensive records were kept there, of virtually every undercover agent, safehouse and Rebel contact within its sphere of activity.

This tiny, unobtrusive installation also served as the hub of Alliance intelligence in these sectors; the central brain that kept the missions running smoothly. As good an

information center as it was however, Dankayo command never expected to learn everything. In fact, the base was lucky to receive the message ordering the Imperial Star Destroyers *Relentless*, *Avenger*, and *Devastator* to rendezvous at Dankayo and reduce the tiny base to molten slag.

Recent Events

Even before the last of its atmosphere drifted away, before the dense clouds of atomized topsoil could begin to settle, Imperial transports *Elusive* and *Timely*, as well as a complement of TIE fighters, moved in to perform "mop-up" operations and a thorough search of Dankayo's now evenly-cratered surface. What they found surprised them. The Rebel Alliance, having some warning of the impending raid, ordered the base evacuated. Not a single being, living or dead, was discovered on the planet.

The Imperial commander in charge sighed resignedly and began making plans to blame the debacle on an inferior officer. He was, however, cautious enough to order a complete stripping of the planetary installation, in the slim hope that a clue would be discovered as to the location of the hole into which the fleeing Rebels had scampered.

The majority of the task force soon departed, leaving *Elusive* to pick up the pieces. A wealth of datapacks were recovered, but *Elusive's* commander reasoned that they were probably worthless considering the Rebels had left them behind. Still, he would transport them to the Imperial Intelligence center on Coronar just in case.

Contrary to the commander's beliefs, however, the datapacks are not worthless. Dankayo's automatic destruct sequence, designed to destroy every last scrap of data contained in the base's memory banks in case of an attack, had failed. The seemingly useless datapacks actually contain complete, detailed information about every Rebel intelligence operation under Dankayo's control. Now that information is en route to the Imperial Intelligence center on Coronar. Once decoded and analyzed, the Empire will use the data to hunt down and destroy the unsuspecting agents, safehouses, and contacts that help the Alliance.

Adventure Synopsis

The Rebels, under orders to destroy *Elusive* before it and its shipment reaches Imperial Intelligence, arrive in Dankayo system just as their quarry is leaving. They

must now find a way to track the transport through hyperspace. Help arrives, coincidentally, in the form of the garbage-salvaging Squibs.

The Squibs have a method for tracking ships from jump point to jump point, so they know when and where *Elusive* will exit hyperspace. The Rebels are therefore forced to deal with the scavengers, undertaking a quest for an object from a place the Squibs call Paradise. In the swirling junkyard system of Paradise, the Rebels seek out a powerful gravity-well projector.

Stealing the device plunges the junkyard into complete chaos, leaving hosts of angry aliens and a gang of annoyed underworld henchmen after the heroes. The gravity-well projector does, however, provide the Rebels with a means for dragging *Elusive* out of hyperspace for the final climactic battle.

The Main NPCs

The following are brief explanations of the major non-player characters, outlining their plans, motivations and involvement in the adventure. Additional information on each of them is available in the various episodes, and in the pullout section.

Spilfer and the Squibs: Spilfer is the young Squib guide sent to lead the Rebels through Paradise System to the gravity-well projector. The Squibs use information obtained from Squib spies (called slave labor aboard many large Imperial ships) to track potential "junking" opportunities. Because Imperial ships routinely dump their garbage before entering hyperspace, they often leave large treasure-troves of precious junk in their wake, which the scavenger Squibs scarf up

with unrestrained glee. This is how the tiny aliens managed to obtain *Elusive's* destination coordinates. They really aren't interested in the projector itself, just the problems its loss will cause their scavenger rivals, the Ugors.

Chief Tax Chaplain ArrGack and the Ugors:

As unpleasant and generally abrasive as a liquidy, amorphous being can be, the "Reverend Auditor" is an old hand at relieving tourists of their excess credits. He also commands the entire fleet of Salvage Dreadnoughts that patrols the Paradise system. He and his Ugor comrades are amazed at how the measly Squibs manage to procure so much prime refuse, but they enjoy following Squib ships around and stealing garbage from them.

Teehl: Freelance enforcer for Jabba-the-Hutt, Teehl has been ordered to steal the gravity-well projector rumored to be in the possession of the Ugors and stored in their giant space-junkyard. Running into the Rebels along the way is simply an added challenge, one which she gladly meets with enthusiastic aplomb.

Elnine-Geeate (L9-G8): This fully-automated cooking Droid is given to the Rebels by the Squibs as a show of good faith. Actually, the tiny scavengers couldn't wait to get rid of Elnine, who might well be the most annoying mechanical in the galaxy. His only skills are of the cooking and food preparation variety, and his pompous, sarcastic behavior makes him more of a liability than a help. Elnine of course, wishes nothing more than to find a master who appreciates the subtle seasoning of Bantha tartare.

Episode One *Elusive Prey*

Summary

The adventure begins as the Rebels reach the Dankayo system. *Elusive* has just dumped her trash, preparing to make the jump to lightspeed. They engage *Elusive* directly, or take advantage of their vessel's Imperial markings to get close to their target before attacking. Whatever course they take, *Elusive* manages to escape into hyperspace.

The Rebels intercept a transmission detailing *Elusive's* jump coordinates, but they cannot break the code. The transmission's destination is a garbage scow owned and operated by the alien Squibs. The Rebels must negotiate and deal with the scavengers if they hope to complete their important mission.

Read Aloud

A long time ago, in a galaxy far, far away ...

The Empire has attacked and destroyed the Rebel base on Dankayo. Although all personnel were evacuated in time, data detailing Alliance activities in the neighboring sectors was left behind. The ruins of the base — including the important data — were picked up by the Imperial cargo ship *Elusive* for transport to an ISB research facility.

This data, when analyzed, will identify Rebel spies, agents, contacts, and safe-houses throughout Dankayo Base's sphere of control. The Empire has not yet realized what it has captured, but when it does thousands will be at the mercy of the Emperor. Only one band of Rebel agents is near enough to catch *Elusive* before it reaches its destination ...

Start the Adventure

Locate the script in the pullout section and assign a part to each player. The parts are labelled "1st Rebel," "2nd Rebel," and so on. If you have fewer than six players, assign additional parts as necessary. Give each player copies of the script and the "Final Log of Agent ZNT-8," also from the pullout. If you don't have access to a photocopier, you can share the copy we provide. Have them read the "log entry" handout before starting the script. When the script is finished, get the adventure going with the following:

Friendly Fire

The PCs have arrived at the intercept point where *Elusive* prepares for the jump to hyperspace. The shuttle's sub-space com unit crackles to life, and the voice of *Elusive's* communications officer is heard:

"Greetings, shuttle ... Bonderium, is it? This is Imperial Armored Transport *Elusive*. What is your purpose on Dankayo?"

The PCs can attack *Elusive* immediately, or keep talking and try to move closer. If they choose to roleplay it out for a while without opening fire, have them make a few Moderate *con* checks. This particular officer isn't too bright, so it shouldn't be too hard to trick him. After some talking, have the officer inquire:

"Shuttle *Bonderium*, have you perhaps run into a convoy of fleeing Rebels running your way with their tails between their legs?"

He then proceeds to give a cheery synopsis of the failed attack on Dankayo in a chaty, one-com-officer-to-another fashion, until the Rebels are about ready to attack. As they begin to do so, he signals:

SQUIB MOMSHIP

Craft: Squib Merchandising's *Thrifty*
Type: Squib Reclamation Flagship
Length: 50 meters
Crew: 20
Passengers: 0 (but always room for paying customers)
Cargo Capacity: 500 metric tons
Consumables: 3 months
Hyperdrive Multiplier: [x1]
Nav Computer: [Yes]
Hyperdrive Backup: [No]
Sublight Speed: [4D]
Maneuverability: [1D]
Weapons:
10 Tractor Beam Projectors
Fire Control: [3D]
Damage: [None; target captured if hit]

A Note on Squib Tractors: Big fans of tractor technology, the Squibs prefer it to actual weaponry or shields. They use their tractors to grab bits of floating debris and hurl it at their foes. Similarly, they "parry" incoming missiles and rays with expertly-wielded clusters of garbage. They have their own to use if none is handy. Usually, they flee at the first sign of conflict, but they will fight if confronted by their chief competition, the Ugors.

"Ah, *Bonderium*, it looks like one of your laser turrets has come unlocked and is ... ah ... sort of pointing our way. Would you mind locking that back down? Do you copy *Bonderium*?"

Let the first battle commence.

The Teaser

What you, as gamemaster, need to know is that under no circumstances are the Rebels to succeed in their mission at this point. If they finish off *Elusive* now, the integrity of the adventure will be spoiled. Do not use the *Star Warriors* boardgame rules at this time. This is not a real fight so much as a teaser to draw the Rebels into the adventure. Just have them make their normal attack rolls, per the RPG space combat rules.

If the Rebels manage to sidle up close to their quarry, they have three combat rounds before *Elusive* escapes into hyperspace,

UGOR BATTLE-WAGON

Craft: Ugor Salvage Company's *Captain's Pride*
Type: *Black Hole*-class Salvage Dreadnought
Length: 150 meters diameter
Crew: 48
Passengers: 0
Cargo Capacity: 3,000 metric tons
Consumables: 4 months
Hyperdrive Multiplier: [x2]
Nav Computer: [Yes]
Hyperdrive Backup: [Yes]
Sublight Speed: [1D]
Maneuverability: [0]
Weapons:
 A bizarre array of outdated weaponry similar to but less powerful than proton torpedos jut from the ship. There are 16 per ship, which fire separately.
Fire Control: [2D]
Damage: [4D]

plus a free haste action that their surprise move earns them. Otherwise, they only have two combat rounds before the captain of *Elusive* catches on and escapes.

Once aware of the danger, *Elusive's* commander opens fire with all weapons, trying to fend-off the surprise attack long enough to make the jump into hyperspace. To heighten the drama of the moment, allow the Rebels to inflict a bit of damage to their Imperial foes before the transport narrowly escapes to lightspeed. If the Rebels did very well, and by all rights should have destroyed the transport, let it be severely damaged — possibly with its weapons knocked out — before it limps into hyperspace.

Regardless, the transport changes course for the Tolan Navy Yards for repairs.

First Come, First Served

After the hasty departure of their prey, the Rebels are left in a cloud of drifting Imperial garbage, quite possibly including bits of damaged *Elusive*. If the Rebels try to use their nav computer to find *Elusive's* hyperspace destination by calculating its last known trajectory, have them make a Very Difficult *astrogation* roll, and then a Difficult *computer programming* roll.

Success on the first roll reveals that *Elusive's* last known trajectory would put

them on course for the Imperial base on Coronar. Success on the second roll tells the Rebels that sensors indicate a last-second change of course — destination unknown. Give the players a few seconds to deal with the frustrating facts, then read aloud:

Your ship's sensor klaxon suddenly screams to life as it scans another vessel entering the system. It first appears like a pinpoint of light, but resolves itself into a tapered, needle-like craft. A scintillation of many-hued lights cluster around it, many of them moving on their own. Energy readings reveal that the beams of light are some form of crude tractor beam. You watch as they lance out from the needle-like ship's equator, snagging bits of trash *Elusive* left behind, then drawing them toward itself, where they join a hovering collection of more garbage.

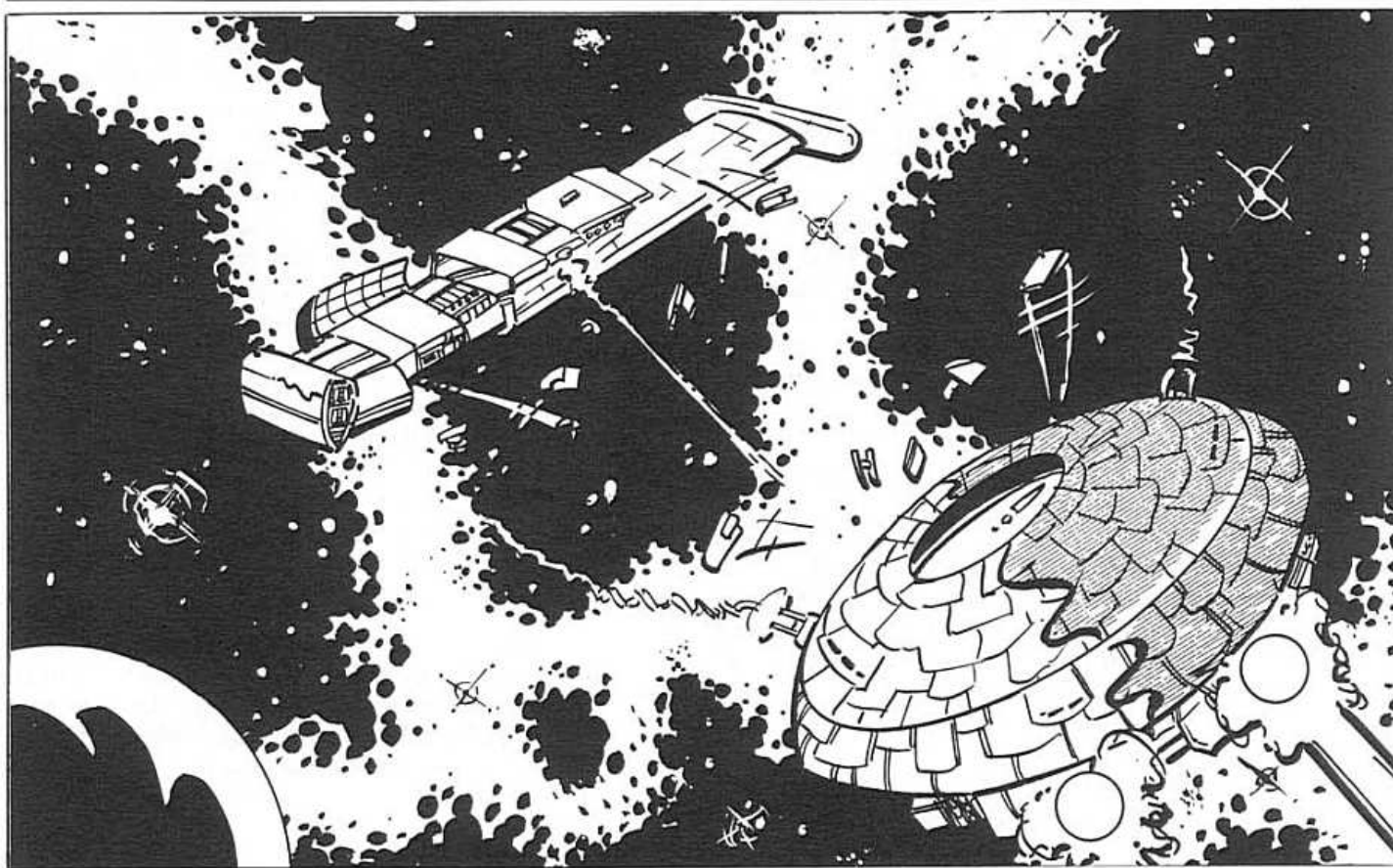
The ship that has just entered the system is the Squib needle ship, *Thrifty*. The Squibs are scarfing up all the garbage they can before the inevitable arrival of their rivals in refuse, the Ugors. What happens next depends on what the Rebels decide to do.

Examining the Garbage

If the Rebels search *Elusive's* dumpings, they find nothing of unusual interest; just the typical waste products of an Imperial starship with almost unlimited resources. Rebel ships would have held onto almost all of the stuff to be repaired, scavenged, or melted down for materials, but none is of particular value.

Hailing the Alien Ship

The Squibs respond to a friendly greeting with a cautious inquiry (in heavily accented Basic) as to the Rebels' intentions. The Squibs realize that the Rebels are not Imperials, even though they fly an Imperial



ship. The tiny scavengers not only monitored the battle with *Elusive*, but also the scanning done by the Rebels in an effort to track the fleeing ship. The opportunistic little aliens also realize that the Rebels are obviously desperate to find their escaped prey.

A hostile communication is responded to with a great deal of bluff and bravado by the Squibs, but a Moderate *technology* roll tells the Rebels that the Squib ship is unarmed. The fearsome-looking emplacements that dot its sides are actually tractor beam projectors.

Attacking the Aliens

If attacked, the Squibs swing a clustered hunk of garbage between themselves and the attacking Rebel ship with their tractor beams. They quickly position more trash, creating a wall of garbage as they prepare for the jump into hyperspace. They do not attack anyone without extreme provocation, except for their hereditary foes, the Ugors.

Three's a Crowd

No matter what the Rebels do first, their next action is interrupted once more by the blaring of their ship's sensor klaxon. It has been set-off by the unexpected appearance of a huge, doughnut-shaped Ugor battle-wagon. Read this aloud:

The ship that pops out of hyperspace before you seems as different from the other as space from time. The squat, ugly, ring-shaped craft has a patchwork surface of various blackened metals, and the hole in the middle of the thick ring seethes with crackling energies. The design is unfamiliar, but the makeshift armor plating and the many crude weapon emplacements which litter its mismatched surface hint at its intentions.

The Ugors open fire immediately on both Squib and Rebel ships, whether or not they appear to be cooperating. Meanwhile, the lurid yellow lightnings of the Ugor tractor beams begin drawing the choicest bits of garbage into the battle-wagon's central hole. The ship is equipped with antique autoblaster, pseudosonic beamers, G-type rotolasers, and the like — all obsolete by even Rebel standards, but deadly in sufficient numbers. And the number of weapons mounted on the Ugor Salvage Dreadnought is excessive by anyone's standards.

Meaner than a Junkyard Wookiee

As the Rebels watch, the destructive energies of the doughnut-shaped Ugor ship are unleashed on the hapless Squib vessel. Read:

The two alien ships erupt in hellish conflict, the large ringed ship unleashing its massed antique energy cannons and the smaller ship using clusters of debris like fencing foils to ward off the blasts. An immense storm of outdated weaponry explodes toward the tapered surface of the tiny needle ship. Through it all, the silver sliver of the smaller ship dodges and darts, parrying madly with its tractor-controlled clusters of garbage, clearly over-matched but neither giving ground nor appealing for help.

The Rebels can make Easy *technology* rolls to figure out that the smaller ship has no offensive weaponry. The ship is adequately defending itself with its tractor beams, but this is keeping them from collecting as much garbage as their aggressive rivals.

A Glimmer of Hope

The Ugors immediately vanish into hyperspace with their newly-collected prizes if the Rebels identify themselves as Imperials, attack, or after five rounds of combat with the Squibs. They aren't out to destroy the Squib craft, just keep them busy while they recover as much of the debris as possible.

About this time, the Squibs receive a pirate-band signal from somewhere outside the system. It is easily intercepted by the Rebels, popping up on their ship's com unit automatically. Strangely, it is being broadcast on an open channel. The Rebels may wonder about this, and if so, have them make a Moderate *computer programming* roll. This tells them that the signal is being received by the Squib ship on a private channel, and relayed on an open channel, leading to the obvious conclusion that the Squibs *want* the Rebels to intercept the message. The message reads as follows:

"Secret agent Dono to Momship. Hope you enjoying plenty big treasure dump. Plenty good stuff left on big-ship, you bet. Have place-numbers for next big-ship stop. Will transmit in super-secret Squib code. Starting now."

The rest of the message is completely indecipherable to anyone without an idiomatic knowledge of Old High Squibbian. It relays *Elusive's* exact hyperspace destination coordinates. The message comes from a Squib spy used as near-slave labor aboard *Elusive*, though the Rebels don't know this. They should now realize that they must deal with the Squibs if they want to find out where *Elusive* is headed.

Let's Make A Deal

The Squibs are perfectly willing to deal with the Rebels, providing they helped chase off the Ugors. If they didn't extend this kindness, the Rebels have to gather up some of the free-floating garbage (or provide some of their own) as a peace offering. Once the Squibs are prepared to talk, their first communication is swift in coming. Read:

"Alien scavengers, identify selfs or face quick obliteration by awesome Squib weaponry, you bet."

The Rebels should be aware that the Squibs have no real weapons, and that their shuttle could easily outrun the Squib ship as well as anything they care to throw at them. Let the Rebels discuss this among themselves until things begin to slow down, then inform them that the other vessel is gathering more garbage, most of which is being set to float around the ship, but some of which seems to be gathering into another fighting-cluster. Then have the shuttle's com unit crackle to life as another Squib announcement blares forth:

"Hapless pawns of the vile, contemptuous Ugor buckets-of-slime, be prepared nonetheless for instantish death! We give to your doomed selfs 20 cergl-units of what you call time, to tell your names or else!"

Improvise further Squib pseudo-nonsense as necessary, but steer the Rebels toward accepting a haughty invitation to board the Squib "Momship" by someone who calls himself "Chieftain of All Junkyards." The Squibs only bargain face-to-face, and so the Rebels have to accept this offer.

The Mighty Squibs

As the Rebels' shuttle pulls alongside the Squib ship for docking, the Rebels can get a much closer look at the alien vessel. They

see that it is made of thousands of different pieces of other salvaged vessels, each cunningly fitted into place so as to make a smooth, silvery whole. Again, the garbage that floats around the Squib ship is just that; floating trash. Tiny tractor beams keep it all in orbit, but there is nothing especially nifty about this trash as compared to any other space-debris.

Once the Squib ship has matched course with the Rebel vessel, a connecting tube which was obviously once a part of some emergency evacuation gear snakes across to the airlock. Atmosphere hisses into it, and the airlock door swings open slowly to reveal a pair of meter-high, schnauser-like Squibs.

"Greetings, ill-favored stranger ones! The Illustrious Chieftain of Junkyards, Commander of the Thrifty, King Ebareebaveebedee (pronounced ee-ba-ree-ba-v-b-d) bids you welcome to his Momship."

The two small aliens gesture with menacing-looking power grapplers. They make no move to disarm the Rebels, but their attitudes are haughty, almost contemptuous. The Rebels could easily dispatch the tiny Squibs, but in order to gain the necessary information, they must act with restraint toward the annoying aliens.

In fact, everyone on board the Squib ship is in on the gag, and constantly reminds the Rebels that they must behave in order to get what they want. As the strangers pass through the alien vessel, muttered tauntings assault them from all sides. Things like: "We need no sissy props to defeat overweight offworlders!" or "Go back where you came from, stinking trash-burners!"

Commander of the Thrifty

Read this aloud as the Rebels are led through the ship:

The inside of the Squib Momship is an incredible array of recycled ornaments and cheap gadgets. Gorgeous mosaics formed of broken dricklefruit jars decorate the low-ceilinged halls, and the lighting is provided by the flickering excitors of burned-out signal lasers.

The Rebels are led past numerous murals, all depicting central characters who seem to have an awful lot of personal effects. They eventually wind up in the audience chamber of King Ebareebaveebedee.

This three-meter high chamber is covered entirely with things that glitter. Spray-on metalfoil, bits of tube liners, and decorative touchplates all line the walls. The ceiling sports a large spacecape showing a Squib ship, almost invisible in a cloud of encircling garbage, approaching a green planet. Tacky as the mural is, it is made moreso by the fact that every centimeter of it is made from multicolored Imperial tax stamps which read "Do Not Remove Under Penalty of Death."

Upon an oversized throne made from the cockpit of an old Z-95 Headhunter sits the Commander of *Thrifty* himself, Ebareebaveebedee. He greets the visitors:

"So, dealers with abridged decks, we of Lofty Squib greet you in name of universal buddy-buddiness, disrespectful of differences in station, no less."

According to traditional Squib bargaining ceremony, a party desiring something possessed by another must open the session by making the first pitch. It is for this reason that the king, and every Squib present, stands silent, not responding to or answering any questions until the Rebels make their first offer for the desired information. Keep in mind the three keys of Squib bargaining when running this scene:

- Something is a good deal if it's free, no matter how worthless it is.
- Hagglng is the highest form of communication.
- The only good Ugor is a ripped-off Ugor.

The sooner the Rebels grasp these facts, the quicker they will be able to come to

terms with the Squibs. Essentially, the Squibs give them the information if they first agree to perform a favor for them. See the sidebar on Squib haggling, however, for the tortuous route by which these terms are reached.

The Big Deal

The eventual and ultimate request of the Squibs is that the Rebels journey to a fabulous star system known as the "System of Paradise," where they are to recover a valuable item for the mighty Squibs. This is the *only thing* that the scavengers will trade for *Elusive's* destination coordinates, nothing else. Once the Rebels agree, read the following aloud:

"Is deal," grumbles King Ebareebaveebedee. "You bring us quest object from System of Paradise, we give you place-numbers to catch Big-Ship. All pals together, can get down to serious art." He winks knowingly, as though he's just told an off-color joke.

As part of the deal, the Squibs refuse to tell the Rebels exactly what the "quest object" is, but a Squib guide, one Spilferithimus-narlamos (or Spilfer for short), is sent along to ensure the success of the mission and identify the item when it is found.

Once the Rebels have agreed to the conditions (they haven't much choice, really) the Squibs present them with a "gift of bargain-closing," the Droid L9-G8. The value of their gift, and the humor of the king's joke, becomes annoyingly apparent to the unsuspecting Rebels before long.

Squib Haggling

The Squibs hold a few things sacred, which is more than can be said for the Ugors (see their template in the pullout). Foremost among these is the love of haggling. Haggling, as defined by the Squibs, refers to any kind of conniving, hodgepodge of a deal that lets both sides think (for a time, at least) that they just got the better of the other. Everything else that other races enjoy, such as reproduction, exploration, conquest, or even acquisition, are all sublimated by the Squibs under the love of haggling.

Similarly, calling a Squib a good bargainer is the equivalent of telling a member of any other race that he or she is smart, rich, or sexy. Their favorite kinds of deals:

- Involve things that can't normally be compared easily, like food and electronic parts, or information and medicine.
- Are resolved quickly, with no later payments (which might be reconsidered) or interest rates (a concept invented by the Ugors and one of the reasons they are so despised).

- Involve trading for a greater quantity, larger number, or best of all, higher novelty or kRR (not translatable) value.
- Are complicated. To a Squib, a more intricate deal is a better deal. Sheer complexity reckons in a bargain as much as any of the above considerations.

Here is a brief example of haggling, Squib-style:

A Sullustan trader offers a Squib a credit for a Gamorrean snack-cracker. Rather than demanding two credits, the Squib suggests that the Sullustan give the credit to his friend the Twi'lek, who then buys two Anoat malteds with it, gives the Sullustan one malted and the Squib the other, in exchange for the cracker which is split three-ways for malted dunking by all.

In any case, the only thing a Squib will stop at is outright stealing, although cheating a buyer (as humans define cheating) may be perfectly acceptable, as long as the seller never actually lies while pursuing a sale.

Episode Two Strangers in Paradise

Summary

Arriving at Paradise System, the Rebels discover just what "paradise" means to a Squib — a massive space junkyard. The entire system is controlled and operated by the Ugors. To enter the system, the Rebels must first pass through an Ugor blockade checkpoint. The ever-thrifty and religious Ugors naturally demand a healthy "donation" of anyone wishing to make a "pilgrimage" into the System of Paradise.

After their second grueling bargaining session in less than one day, the Rebels enter the space junkyard. However, they notice a strange ship following them. A chase scene ensues as the Rebels try to lose their pursuers, which they may eventually do, but not before nearly crashing into several large pieces of junk.

Arrival in Paradise

Read:

Once you've deciphered the thickly accented Basic of the Squib guide and actually located the system of Paradise, you follow his directions and soon are on the outskirts of a rather strange system. Your ship's sensors identify it as J21-Z65, no points of interest, pretty far off the beaten track. It hasn't even got a planet, only a small sun and asteroid field. Nevertheless, you also detect a well-maintained picket around the system that is as solid as an Imperial Naval blockade. The ships forming the blockade are squat, ring-shaped Ugorian battle-wagons.

This, according to Spilfer, is definitely the System of Paradise, and the number of Ugors patrolling the perimeter indicates

that it is more valuable than it seems. In order to search for the mysterious object of their quest, the Rebels must first pass a Ugor blockade checkpoint. There are more pleasant ways to spend one's time.

Cut-Away to Elusive

Read Aloud:

INTERIOR: ELUSIVE CARGO HOLD. *The camera slowly tracks along a row of data packs stacked neatly on a long table, eventually coming to rest upon an Imperial technician stacking more packs. Beside the technician is another, younger Imperial, who picks up one of the data packs and inserts it into a computer console.*

The first technician turns to his companion and says, "The captain said to inventory the material, not examine it."

"Aren't you even the least bit curious?" returns his partner.

"I used to be. Spent two seasons in the spice mines for it. Besides, it's probably just a lot of useless trash, or else the Rebels never would have left it behind."

"Well if it's useless, then there's no harm in taking a little peek."

With that, the young tech punches codes into his console. Dull green light shines in his widened eyes as he reads the display.

"...Alliance operatives, Ralltiir Sector. Useless trash, huh? Get the captain!"

Cut to...

INTERIOR: SHUTTLE BONDERIUM BRIDGE.

Meet the Ugors

A terse, clumsy-sounding voice cuts in over the Rebels' comlink, directing them to heave-to for "customs inspection." Since the Rebels are flying an Imperial ship and the Ugors have a dumping contract with the Empire, the usual procedure would be for the picket ships to ask for a dumping permit. But because it is a small shuttle approaching, the Ugors assume that they are here not to dump garbage, but as "pilgrims."

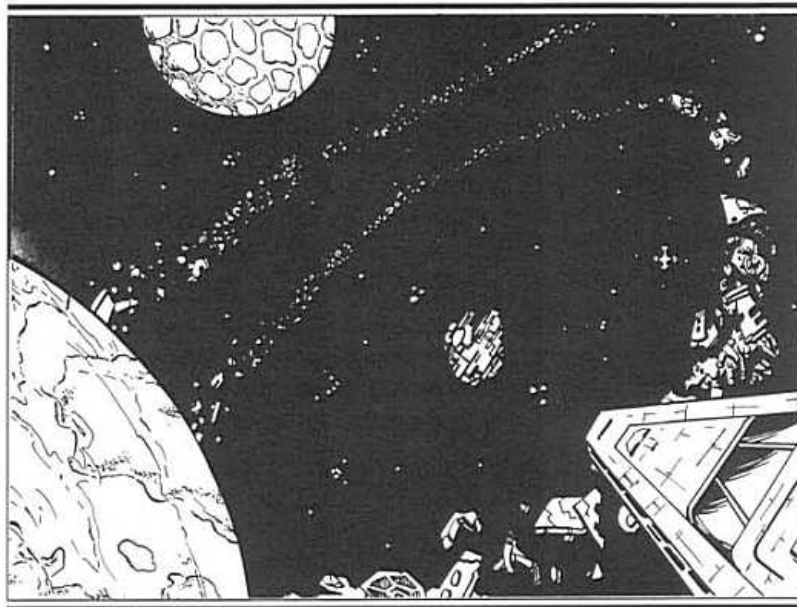
The Droid, Elnine, seems quite excited at the prospect of actually getting to meet a Ugor face to face. "Perhaps I should prepare a carafe of Ugorian spore-gruel as a welcoming present?" he asks.

One of the bulging doughnut-shaped Ugorian vessels breaks the picket, rumbling out to meet the Rebels with docking claws extended. If the Rebels choose not to cooperate here, they are easily overwhelmed by the numerous Ugor ships. The Ugorians will allow them to run without giving chase, but not to attack, or try to break through the blockade.

There are at least five Ugor battle-wagons within quick striking distance of the incoming "pilgrims." Fully aware of the consequences of being caught by a Ugor, Spilfer asks the Rebels to hide him until the inspection is over. Faster than they can say, "I've got a bad feeling about this," the Rebels are boarded by a squad of three Ugors in froggy-looking combat armor. The shape of their armor actually varies considerably, as each Ugor has had its suit constructed to fit its favorite spacefaring form.

Although there are only three of them, the Rebels are easily outgunned as each Ugor brandishes a large number of weapons in free pseudopoda. The rhodium-plated one in front manipulates the controls on some sort of loudhailer. The speaker on the device emits a wavering burr, a glass-shattering squeal, and a nerve-wracking whine before settling down to a rumbling, squashy bass voice:

"Bilgrims to Sysdem of Baradise, we cerebonially salude you in name of Gread Prophet Botiv. I, humble Tax Chaplain GrrKack, bid you welcome on sacred bilgrimage. It is now that we are conducting you to holy demple, where you will bake your cerebonial donation to prove intentness of faith."



If the Ugors see Spilfer at this point, they immediately take him into custody for being an enemy of Ugor, and ask that the Rebels leave the system immediately, never to return again. Elnine is acknowledged by the Ugors, but they do not let him cross over onto the alien vessel, explaining that, "Non-eaters forbidden to enter holy place." Elnine is heartbroken, feeling that his "souffle of excitement has been deflated."

The Rebels are hustled at multiple gun point through the docking portal and into the Ugor vessel. It is patched together in a way that makes even the Squibs' haphazard arrangement look sane and secure. Each item that makes up the intertwining mass of the ship looks like it was discarded by Jawas long ago, and an indescribable glop covers the sparking electric panels. An unhealthy shudder runs periodically through the dank, dimly-lit ship.

GrrKack: DEX 4D (currently); PER 4D (currently); STR 3D (due to armor). All other attributes and skills 2D. Weapons: four mega-flame guns (damage 3D), two needle-launchers (damage 1D+2), six boring-lasers (damage 3D+1).

Ugor Tax Enforcers: All attributes and skills 3D (currently), except STR 4D (due to armor adjustment). Weapons: three mega-flame guns (damage 3D), five antique slugthrowers (damage 3D), two hunting blasters (damage 4D).

Haggling: The Sequel

The Rebels arrive before the Chief Tax Chaplain, an unpleasantly liquid person named ArrGack, who receives them in much the same fashion as a funeral director greeting prospective clients. He smiles a lot (he has a lot of mouths), but he keeps looking at them like he's hungry. GrrKack introduces you to his superior:

"Meet honorable Bilgrims, oh Wise ArrGack. Dey undertake Bilgrimage to atone for many zins, all of which Your Wisdom has doubtless heard before."

There is an awkward pause, as the Rebels are supposed to cough up some credits. The "holy collection plate," a silvery platter with a bright red velvet lining, is passed to the Rebels. If they hesitate at all, the lugubrious voice adds, "Is usual donation 50 credits standard per pilgrim, extra for Droids and zimmers." While the Rebels are deciding how to react to all of this, GrrKack begins to recite a brief list of rules, including the following:

- No hostility or bad feeling is allowed in Holy Place; therefore no weapons permitted.
- All donations must be anonymous, credits up front.
- This system is under Divine Law, which supersedes all others. Any legal actions are subject to Divine Laws as interpreted by the Holy Officers on duty.
- A deposit is required before entering, which will be refunded after Pilgrim has paid the assessed price for any Holy Artifacts Pilgrim may be removing.

The Ugors cheerfully accept any and all credits offered them, and double all subsequent requests for money. Only bribes of astronomical value will be considered. The actual standard "donation" price is 20 credits, and the Ugors do not usually charge extra for Droids, but they figure they can get away with it here.

If the Rebels decide to haggle, have them make a *bargain* roll against ArrGack (bargain 5D), and follow the standard rules for opposed skill resolution. If the Rebels decide not to haggle, the Ugors continue to ask for more money, until the Rebels stop them. Then they begin to haggle.

If the Rebels manage to whittle the price down to 30 credits or less and then tip the customs official the difference between the

final payment and his asking price, the official will be open to bribes to let the Rebels keep their hand weapons. If the bribe is good, he mentions casually that certain "tool license fees" have been known to include hand blasters and the like. But no matter the tip, he does not let them enter the system with active ships' weapons. All ships' weapons must be deactivated upon entering the system.

Spilfer to the Rescue

Just as the Rebels are about to close a deal, they are interrupted by the high-pitched, yet familiar sound of someone clearing his throat to get attention. Much to the Rebels chagrin, they recognize the voice as belonging to Spilfer, their Squib guide. Unable to resist a good haggling session, the tiny Squib has disguised himself in a very poorly fitting, human-sized blast helmet and tech-suit and crossed-over into the Ugor vessel to join in the fun. Before the Rebels can stop him, he starts to haggle with the Ugors.

Everything goes fine, and the Squib is able to bargain the unruly crustaceans down to a rock-bottom 12 credits, until it comes time to shake on the deal. Read this aloud:

GrrKack unscrews the top of his armor and extends a gloppy pod toward Spilfer. When it gets within a meter or so of the fuzzy blue alien, it recoils in apparent shock. The pseudopod retreats back into the suit, to be replaced by three snaky tendrils with bulbous eyes on their tips. "I can't believe my eyes," rumbles the blob-like thing in the shell, "I dink dey brought us a sacrifice!"

If no one else says it, have Spilfer exclaim, "I can't believe your eyes either." Or maybe not. In any event, GrrKack turns to his leader with many widened eyes.

"Wise ArrGack, see if that is not demon of a Squib, coming to give glory on the altar of the Angel of Taxations and Imports."

ArrGack's vaguely turtle-shaped shell pops open with a hiss of hydraulics, revealing a sickly green soup with a pair of battered macrobinoculars floating in it. They come to bear on the Rebels, and a gurgly voice emanating from the green stuff bubbles:

"Yup, GrrKack, is sure-enough Squib-thing, veritable pseudopod of the Anti-Prophet. Killum quick, but with proper ceremony." Tax Chaplain GrrKack closes his shell and, working the mechanism on half a dozen weapons, begins, "Let us pray..."

Fighting the Ugors here should appear obviously futile to the Rebels, and you should encourage the use of other kinds of skills in dealing with this situation. Some fast talking and maybe a few *con* rolls are in order, but even if the Rebels are persuasive in talking the Ugors out of shooting, they must turn over some serious credits if they want to get out of this cleanly. Once the Ugors notice the Squib, they will only let him go in exchange for a healthy "exorcism fee."

The Way to an Ugor's Heart

If the Rebels picked up on Elnine's excited exclamation at the thought of meeting a Ugor earlier, they may realize that they have a valuable bargaining chip here. The one thing that Ugors enjoy almost as much as collecting junk is eating. Naturally, being a cooking Droid, L9-G8 is well-versed in the intricacies of Ugorian cooking.

In fact, there are certain Ugor delicacies, very rare and very valuable, that Elnine can prepare for the Rebels to use as payment. The problem, of course, is that Droids are not allowed on board Ugorian ships; there are no exceptions. And, since the stolen shuttle has no galley, the only way that the Rebels can use food as a bargaining chip is to do the cooking themselves. This means that they will have to be talked through the cooking procedure by Elnine via comlink, not an easy task even if you aren't forced to use the makeshift kitchen aboard the Ugorian ship.

For each step of the recipe that Elnine outlines for the heroes-turned-chefs, have them make a *Dexterity* roll. The rolls should get more and more difficult as the process progresses, beginning with Very Easy ("find a large bowl") and continuing up to Very Difficult ("without cracking the shells, remove the contents of six morrt eggs and flop them into the bowl").

It takes six pairs of appendages to properly prepare an Ugor meal, so all of the Rebels must pitch in. Have everyone make a roll for each step of the process (Very Easy, Easy, Moderate, Difficult, and Very Difficult). Keep

track of the number of successes and failures, averaging them out in the end to determine the overall culinary accuracy of the dish. The more successes, the better it tastes — to an Ugor, anyway. When the cooking is finished, the Rebels should be glopped-up, disgusted and embarrassed by the culinary ordeal.

Suggested dishes include: free-floating fungal fondu, spirogyra gelatin, glazed glucose pate, mitochondria crunchy surprise, singlecelery soda, and photo-lipids in brazened fatty-acid sauce.

Giving Up Weapons

Getting the Rebels to relinquish their blasters is a lot like taking styro-taffy from a baby. They'll likely scream their heads off and stubbornly refuse. Nevertheless, the Ugors insist that no weapons are to be permitted in Paradise System. All weapons are impounded for safe return upon leaving the system. Of course, the Ugors expect to be bribed, and the Rebels are likely to oblige them, providing you can keep them from opening fire first.

A bribe of substance, as well as a successful opposed *bargain* roll, lets a single Rebel hang onto a single hand weapon. This bribe is described as a "tool tax" by the Ugors. Encourage the Rebels to come up with creative names for their "tools," so they can be listed on the official dataforms: "Yeah, it's an, uh, rivet evaporator, and the other thing's a ... laser surveying tool ..."

No matter what the bribe, however, the Ugors do not allow the Rebels to take live heavy weapons or ship weapons into the system. All standard ships have override cutouts in the weapon systems, for complying with terms of surrender and safety regulations, and when docking at a rare pacifist planet, such as the former peace-abiding world of Alderaan.

The Ugors deactivate the shuttle's weapons using the override cutouts and affix the official customs seal over each, to be inspected when the Rebels try to leave. The penalty for tampering with this seal is death, in any of a number of interesting ways. The seal itself is also booby-trapped, a fact that the Ugors keep to themselves (6D damage to weapon, 3D to characters within five meters of the blast).

Paradise by the Cockpit Lights

Read aloud:

Leaving behind the rather expensive picket, you are confronted by a planetless star system. Garbage orbits around the small sun where worlds should be. "Ahhh," sighs Spilfer, "Paradise!"

The outdated technology of a thousand worlds drifts in precise orbit around a massive wreck of some kind, and apart from the periodic Ugor patrol craft and the strange black assault ship that appears to be following you, you fly alone among the junk.

If the Rebels try to determine what kind of ship is following them, let them make a Moderate *technology* roll. If anyone makes the roll, they can manipulate the shuttle's sensors to mark the ship as a late-model Aratech SkySlayer, with auxiliary weapons and twin custom engines. What the Rebels can't tell is that this is a freelance pirate vessel sent by crimelord Jabba-the-Hutt to find the mysterious "gravity engine" that the Ugors are rumored to be using. At the moment, the pirates are simply following the stolen Imperial shuttle. They think the

Rebels are actual Imperials, and therefore must be headed for the only object of interest in Paradise System — the gravity-well projector.

If the Rebels attempt to hail the other ship, the Ugors call to ask what all the chatter is about. They claim no knowledge of any other ship in the system. The pirate vessel does not respond to any communications. If the Rebels ignore the shadowing ship, the craft continues to trail them, keeping its distance, waiting for the shuttle to park and disembark passengers before moving in for the kill.

Attacking the Pirate Ship

Attacking the pirate vessel right away could prove difficult, because the Rebels must first reactivate their weapons. Doing this requires success on a Difficult *starship repair* roll for each of the shuttle's weapons. Remember, the official Ugor inspection seal is booby-trapped, and it takes a Difficult *demolition* roll (at the player's request) to detect and deactivate the traps. Otherwise, all Rebels within five meters of the seal when it is tampered with take 3D damage, and the weapon itself takes 6D damage.

The pirates try to avoid combat with the Imperial shuttle at this point, unless they are provoked. They have lavishly bribed the Ugors to keep quiet about their presence and to let them keep their ship's guns active. Therefore, if they are attacked, they will respond in full.

Remember, any combat here takes place in what is essentially an asteroid field.

For RPG combat, have each ship's pilot make a Moderate *starship piloting* roll every round (as one of their actions) to avoid slamming into a chunk of orbiting debris. Failing the roll means that the ship has hit a piece of junk, and takes from 1D to 3D of damage, depending on the size of the debris. Determine the size randomly by rolling one die (1 or 2, 1D damage; 3 or 4, 2D damage; 5 or 6, 3D damage).

Add descriptions for better effect during the combat. For example, "...rolling away from the enemy laser barrage, your shuttle swings directly into the path of a burnt-out Jawa Sandcrawler husk! Make your roll..."

In any event, the pirates are crucial to action taking place later on in the adventure. Try not to let them be destroyed, but if the Rebels are extremely successful *and* heroic in the attempt, they can destroy the

LIGHT ASSAULT SHIP GRASP

Craft: Aratech SkySlayer *Grasp*

Type: Light assault ship

Length: 20 meters

Crew: 7

Passengers: None

Cargo Capacity: 50 metric tons

Consumables: 4 months

Hyperdrive Multiplier: [x1]

Nav Computer: [Yes]

Hyperdrive Backup: [No]

Sublight Speed: [4D]

Maneuverability: [1D]

Hull: [4D]

Weapons:

Two Quad Laser Cannons (fire separately)

Fire Control: [2D+2]

Damage: [4D]

Four Blaster Cannons (fire linked)

Fire Control: [3D]

Combined Damage: [6D]

Shields:

Rating: [2D]

P aradise System and the Holy of Holies

The Ugor race was born on a peaceful planet replete with fabulous natural wealth. Despite this, the short-sighted exploitation of their planet's resources soon turned it into a seething mass of by-products, poisonous debris, and the effluvia of overpopulation. Rather than dying with their world, the highly-adaptive race simply evolved into a form suitable for living on garbage, filth, and corruption. Before long, it was decided to dispense with planetary life altogether.

Using their primitive but powerful weapons, the Ugors slowly sliced apart every planet in their star system, bit by bit, over a standard century. The by-product of this destruction became the basis for the most glorious junkyard in the known universe: the so-called System of Paradise.

But alas, the grand dream of the Ugors was incomplete, for their galaxy-class junkyard lacked one thing: something to hold it all together. The immense amounts of trash deposited into Paradise System were constantly growing, as even the Imperial Navy (under an exclusive sanitation contract) took advantage of the opportunity to dump at will. Soon the fanatically collective Ugors began to despair of ever being able to keep it all in one place.

Then the event which is described in

Ugorian holy books as the "Coming of the Prime Mover" occurred: A monstrous hunk of debris was recovered from the scene of a massive space battle. Aboard one of the more intact areas of the wreck was a device that greatly puzzled the priest-scientists of Ugor. After repeated examinations, they were unable to determine the exact function of the device. So, being Ugors, they hooked it up and turned it on.

To their surprise, the device immediately began generating gravity-waves of tremendous power. With a little tinkering, the device was adjusted to create an artificial gravity-well which could hold Paradise System together. The prayers of the faithful had been answered! The Prime Mover, the Holy of Holies, had been found.

Soon the Ugors rose to the top of their profession, squeezing out smaller scavenger races like the Squibs and Jawas, until the entire galaxy began to depend on the Ugor Battle-wagons to gather and store refuse. And, in an even shrewder financial move, the opportunistic sons of Ugor have opened up their mega-junkyard to any and all "pilgrims" who wish to "extract holy relics" from the great System of Paradise. Naturally a substantial "donation" is required to enter the system, and all "holy relics" must be paid for in full.

pirate ship. In this case, simply have *another* pirate ship show up later.

Losing Them

If the Rebels decide to run for it, have the Rebel pilot make a Difficult *starship piloting* roll. Then do the same for the pirate pilot (at 4D).

If the Rebel succeeds and the pirate fails, the Rebels have eluded their pursuers — for the moment. In this case, the pirates will still be looking for them, and will reappear at your discretion.

If the pirate succeeds and the Rebel fails or both fail, the chase continues. Remember to use the *starship piloting* rolls to determine if any collisions with asteroids occur, as mentioned above. If the Rebels manage to "lose" their pursuers, they can navigate freely in the floating junkyard; collision rolls are no longer necessary.

The chase should go on for no longer than three combat rounds, at which time the Rebels reach the Death Star chunk at the center of the system.

Go on to episode three, and have the pirates duck out of sight for a while.

Episode Three That's No Moon ...

Summary

After evading or confronting the mystery ship, Spilfer leads the Rebels to the object of their quest. What seemed like a simple enough task is suddenly complicated when the guide points to a 40,000 ton wreck that's protected by several Ugor ships and proclaims, "That's it." After the initial shock, the Squib clarifies that they don't want the whole thing, just a pod-sized device stored on the derelict (the gravity-well projector).

The Rebels must sneak past the Ugors, dock with the massive wreck, and get inside undetected. Once inside, the Rebels explore the wreck, battle a Dianoga and some Droids, and meet Darth Vader's spare suit of armor before reaching the gravity-well projector.

Eureka!

Read the following aloud:

To Elnine, the enormous wreck floating in the center of the system resembles a huge, metallic slice of dricklefruit pie ala mode — one that has been through a heated space battle and lost. Judging by sheer mass alone, it could easily be a major chunk of an Imperial Star Destroyer or space station of some kind, but none of its outer surface has survived to identify it. It is a monstrous honeycomb of broken corridors, deck supports and conduits. "That's it!" Spilfer shouts excitedly, pointing at the massive wreck. "There is object of our quest!"

It is suggested that you have Spilfer take his time revealing that it is something *aboard* the enormous wreck, rather than the wreck itself, that is the true object of their quest.

Sneaking Past the Ugors

As the Rebels' shuttle approaches the Holy of Holies, ask the players to make *Perception* rolls for their characters. Those who roll Difficult level or above notice that the chunk of wreckage occupies a central position among a large section of rotating garbage. Logical, of course, considering its size, but the chunk isn't spinning. Those Rebels that make an Easy *Perception* roll notice the patrolling Ugorian ships. There are seven of them, camouflaged among the rest of the floating garbage. Read:

The Ugorian patrol around this particular hunk of junk seems unusually heavy. In fact, it is the only evidence of organized patrols you've seen so far. From the stylized black holes emblazoned on the sides of these ships — religious icons if you ever saw some — this must be a place of great religious significance to the Ugors.

How the Rebels decide to sneak through the cordon of Ugorian ships is up to them. Keep in mind that the intent of this encounter is to give the Rebels a chance to employ sneakiness and stealth rather than combat skills. If they must scratch their itchy trigger fingers, more Ugors than they can handle show up to forcibly cast them out of Paradise (see "Darn the Torpedos" below).

A few possible plays are outlined below. If the Rebels have difficulty coming up with a plan of their own, let Spilfer or Elnine suggest one or more of the following.

The Diversion

The Imperial shuttle is swift and relatively stealthy, so it might be possible for the Rebels to stage a diversion of some sort. They could engineer a collision between two pieces of floating garbage, and then slip

S

cavenger Hunt Adventure Script

Use the following script to start your adventure. The gamemaster will tell you which part (or parts) to read.

Start the Script

1st Rebel: Is this really an Imperial shuttle and are you sure you can fly it?

2nd Rebel: Relax. I used to pilot jumpships, which are very similar to Imperial shuttles in most respects — except for this knob. Anybody know what this knob does?

1st Rebel: Humor. In our situation. That's very comforting ...

3rd Rebel: When I take the Final Jump, I don't want to be in an Imperial shuttle.

4th Rebel: Don't worry. They made some "special modifications" to this bucket before we took off. We'll be all right.

3rd Rebel: Well, I don't know what good a couple of extra guns and some shielding are going to do against an armed Imperial transport.

5th Rebel: Think about it. We're flying an Imperial shuttle. We'll just slide up close to them, all friendly like, and then —

3rd Rebel: We're Rancor chow. Nice plan, very simple.

6th Rebel: So the odds aren't so hot. The admiral didn't have the time or the resources to come up with anything better. We're his only hope.

4th Rebel: That's right. Think of the con-

sequences if we can't destroy *Elusive* before she gets to an Imperial base.

1st Rebel: We heard the speech. If we don't stop that transport, the entire Alliance underground network in the surrounding sectors will be compromised.

6th Rebel: I can't believe Dankayo's base personnel left those databanks intact. What were they thinking?

4th Rebel: They were probably busy saving their lives. That's what I'd be doing if my base were under Imperial attack.

5th Rebel: That still leaves us in this predicament. I just hope the transport's still in orbit when we get to Dankayo.

2nd Rebel: We'll find out soon enough. Strap yourselves in, I'm cutting in the sublight engines.

Gamemaster: Mesmerizing streaks of light spin and twist into the familiar points of realspace as the stolen shuttle's sublight engines kick into action.

6th Rebel: There she is! And by the looks of that trail of garbage, she's about to go to lightspeed.

5th Rebel: Isn't it nice how Imperial procedure never varies. So what do we do now?

2nd Rebel: Now we do what we came to do. Ready or not, here we go!

PLAYER HANDOUT: The Final Log of Agent ZNT-8

Transmitted from Dankayo to Alliance Com Buoy 965C shortly after the Imperial attack.

Entry 1

As instructed, I have remained behind until the last of our transports departed safely into hyperspace. Imperial Star Destroyers have so thoroughly blasted Dankayo that I fear for my safety, even in this deep-planet survival shelter.

Entry 2

The bombardment has ceased. I have crawled up the accessway to the surface — or what is left of it. If nothing else, the Empire is generous with its overkill. I expected much of what I have observed through my macrobinoculars: Imperial stormtroopers sifting through the rubble of our defensive installations, others loading salvaged equipment into barges for transport, probably to Imperial Intelligence for analysis. What I did not expect was to see them blasting open the doors to an intact chamber in the main base!

It appears that the central base computer has not yet completed its self-destruct se-

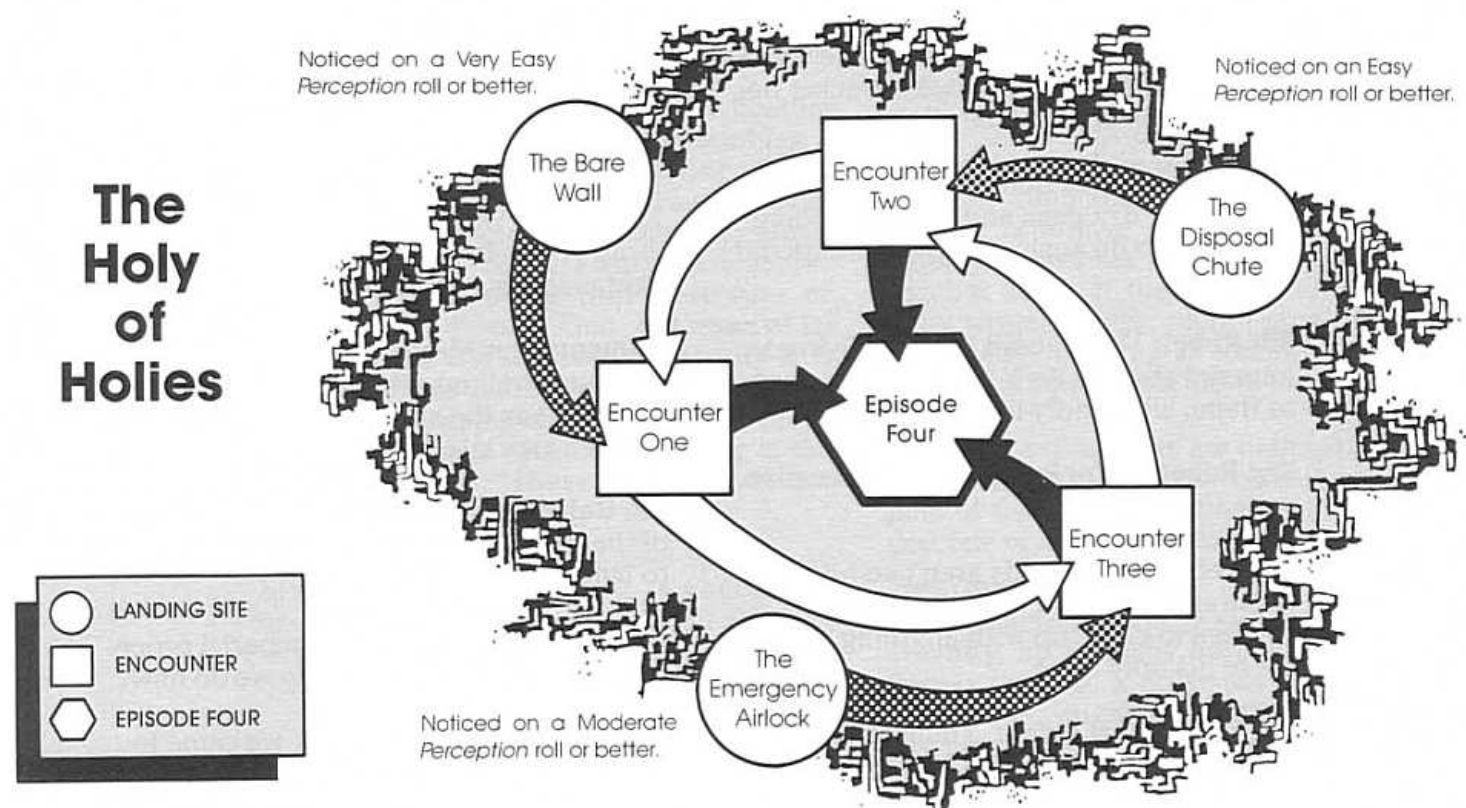
quence. I will attempt to get closer and determine whether this is the case.

Entry 3

My worst fears are realized. The first Imperial barrage knocked out the power supply to the central base computer banks, and the backup power supply wasn't equal to the task of detonating all of the programmed charges. I estimate it shorted before it could destroy more than 20 percent of the computer center, certainly not enough to ensure that crucial data is kept from Imperial hands. I suppose under the circumstances you'd better not send my pickup boat. I've a thermal detonator or two, and a fair amount of detonite. I'm going to try to go in there and finish the job the automatics started. I'll send this off first, so you'll know if you don't hear from me again that I didn't make it. Remember, it's the Imperial transport *Elusive* that'll have the data if I can't stop them.

End of transmission.

GAMEMASTER DIAGRAM:



Typical Squib

Template Type: Squib
Height: .80m

DEX 3D	PER 3D
KNO 2D	STR 1D
MEC 2D	TEC 1D



• The above statistics are for NPC Squibs; add 1D to each attribute when creating a player character Squib.

Physical Description: Small, fuzzy schnauzer-like humanoids with tufted ears and five-fingered hands and feet. Their eyes range from yellow to bright red, and are oversized and located on the sides of their narrow heads.

Equipment: Squibs typically carry a fair amount of paraphernalia with them, most of which would not count as equipment as it has no practical use. They are, however, excellent improvisors, so a randomly encountered Squib may be assumed to have anything the GM desires.

Background: The Squibs evolved on a world with nearly unlimited resources. However, through some quirk of natural evolution, these resources were found in separate, widely scattered sections of their world. Consequently, they found it necessary to trade for what they wanted from tribes located in other areas. One evolutionary trait that developed to help this is their fur, which acts as a sensitive taste/smell organ, enabling them to judge many of the properties of a given item merely by touching it.

Personality: Squibs are generally confident, uppity beings with an annoying penchant for curiosity. They tend to examine virtually everything around them, usually by handling it, regardless of any apparent danger.

Quote: "You like trade that blaster for nice set of used Bantha toenails?"

L9-G8 (Elnine-Geeate)

Template Type: Standard Cooking Droid
Ht: 1.8m Sex: —

DEX 2D	PER 2D
Food Preparation 5D	STR 1D
Alien Nutrition 4D	TEC 3D
Alien Recipes 7D	Food Prep. Equipment 5D
MEC 1D	



Physical Description: Tall, slightly beat-up humanoid Droid with spatter-proof, no-stick coating.

Equipment: A plethora of high-tech cooking utensils from across the galaxy.

Background: One of a short-lived series of luxury Droids created to serve the galaxy's rich and famous, Elnine is actually a very rare model. Elnine was purchased by the Squibs for a remarkable 50-credits-5. He has served under the "primitive, uncultured" aliens for over a standard year, and already the tiny scavengers realize why they got such a good deal for the annoying Droid.

Personality: Elnine is only annoying because, on the surface, he seems to be almost totally useless. All he knows is cooking, and therefore, to Elnine, everything must somehow relate to food.

Quote: "Why, that reminds me of the time I prepared a crock of Tauntaun chowder for the Prince of Tamboon..."

Teehl

Template Type: Pirate
Ht.: 1.7m Sex: Female

DEX 3D+2	PER 3D
Blaster 5D	Con 4D
Dodge 4D	Hide/Sneak 4D+2
KNO 2D	STR 3D+2
MEC 3D+1	Brawling 4D+2
Starship Piloting 4D+2	TEC 2D+1
Starship Gunnery 4D	Demolition 3D+2



Physical Description: Teehl wears a battle-scarred but well-repaired black and gold spacesuit. Her faceplate is polarized but her voice over the comlink sounds melodious.

Equipment: Old spacesuit, blaster carbine (damage 5D), vibrocutlass (damage 4D), scrambled comlink, 2 grenades (damage 5D), holdout blaster (damage 3D+1).

Background: Teehl started out as the favorite mistress of a powerful pirate. Eventually she worked her way up to be the captain of her own ship, *Grasp*, and now works as "hired muscle" for Jabba-the-Hutt. Her current mission is to "secure" the gravity-well device for her boss.

Personality: Teehl cannot accurately be called ruthless, because she actually cares about every person she betrays and kills. It is simply that she cares more for herself, and every person who has gotten close to her has also gotten in her way.

Quote: "We're reasonable people. All we want are the goods. (To the side) Okay, guys, blast them!"

ELUSIVE

Craft: *Elusive*

Type: Imperial Armored Transport

Length: 50 meters

Crew: 10

Troops: 20

Cargo Capacity: 30,000 metric tons

Consumables: 3 months

Hyperdrive Multiplier: [x2]

Nav Computer: [Yes]

Hyperdrive Backup: [Yes]

Sublight Speed: [2D]

Maneuverability: [0]

Hull: [6D]

Weapons:

Two Laser Cannons (fire separately)

Fire Control: [2D]

Damage: [5D]

Four Double Turbolaser Batteries (fire linked)

Fire Control: [3D]

Damage: [2D+2]

Shields: [None]

Spilfer**Template Type:** Squib Hero**Ht.:** .97m **Sex:** male**DEX** 4D**Dodge** 5D**KNO** 3D**MEC** 3D**Tractor Beam Op.** 4D**TEC** 2D**PER** 4D**Con** 5D+2**Bargain** 5D**Search** 5D**STR** 2D

Physical Description: Spilfer is a tiny, blue-furred biped with tufted ears and five-fingered hands and feet. He wears a motley collection of odds and ends in lieu of clothing, arranged in a fashion which a race of junk collectors would consider tasteful.

Equipment: One small, tin-plated power pistol (damage 3D, short range only; looks like a toy); one heavy-duty item of ominous appearance that is actually a garbage-grabber.

Background: Spilfer is the Squib guide sent with the Rebels on their quest, or, in his own tongue, "Special-Ambassador-to-big-guys-who-are-not-Imperials." He wears the ceremonial Fizz-Pop Cap (with foil cluster) of a Squib Diplomat, and actually has authority to sign treaties for the entire Squib race.

Personality: Wants to win glory by "dealing the good deal." Picks up and adds to his collection any loose bits of flotsam he runs across. Sometimes, he politely asks if anyone else wants an item, to see what they will do. If they let him retain most of his treasures, he quickly grows to like the Rebels.

Quote: "Us Squibs learn real good Basic. Study 'em up lots from examining plenty good garbage, you bet."

Typical Ugor**Template Type:** Ugor**Ht:** variable

• Ugors have a total of 12D of attributes. Because they are amorphous beings, they can shift around their attributes according to what they require at the moment. For example, forming pseudopodia into a bunch of eye-stalks to examine something would increase a Ugor's *Perception*.

• No attribute may have more than 4D, and when one attribute is needed, the rest must also be allocated accordingly to other attributes. Ugors have no skills.

• There are no PC Ugors, only NPCs.

Physical Description: Ugors are large, amorphous beings. They speak by extruding any of a variety of impromptu organs, some capable of being understood by humans.

Equipment: Although not exactly carrying every known weapon and tool, Ugors can often perform the same effects using their extremely versatile bodies. A properly shaped pseudopod can be a lockpick, a shovel, a vise, a knife, a carrying bag, or a waterproof umbrella.

Background: Ugors are garbage collectors who own and operate the Paradise System Junkyard with Imperial sanction. They are at war with the Squibs, but most garbage wars aren't extremely violent — just messy.

Personality: Ugors believe that gambling, bargaining, and cheating are a way of life. They are an unfriendly, isolated lot who hate everything that isn't garbage.

Quote: "Whad will you gib me for de return ob your sister?"

BONDERIUM**Craft:** *Bonderium***Type:** Modified Imperial *Lambda*-class Shuttle**Length:** 20 meters**Crew:** 4-6**Passengers:** 10**Cargo Capacity:** 80 metric tons**Consumables:** 2 months**Hyperdrive Multiplier:** [x1]**Nav Computer:** [Yes]**Hyperdrive Backup:** [Yes]**Sublight Speed:** [3D+1]**Maneuverability:** [1D]**Hull:** [3D]**Weapons:****Four Double Laser Cannons**

(fire separately)

Fire Control: [3D]**Damage:** [4D]**One Proton Torpedo Tube****Fire control:** [2D]**Damage:** [9D]**One Tractor Beam****Fire Control:** [3D]**Shields:****Rating:** [3D]**King Ebareebaveebee****Template Type:** Squib**Ht.:** .89m **Sex:** Male**DEX** 3D**KNO** 2D**MEC** 2D**Command** 5D**TEC** 1D**PER** 3D**Bargain** 6D**Con** 4D+2**STR** 1D

Physical Description: The king is a smallish, older Squib, a bit grayed about the whiskers and wrinkled about the eyes. He wears a regal collection of trash passed down to him from generations of former kings.

Equipment: The king carries nothing but the items which hang from his traditional robes, and cannot, by traditional High-Squibbian Law, make use of any of them.

Background: Ebareebaveebee has sat on the Squib throne for over 40 standard years. It was he who began the system of using Squib spies aboard large vessels to communicate their garbage dumps, and under his rule the Squibs have reached new heights of prosperity.

Personality: A true proponent of all ancient High-Squibbian traditions, the king usually acts according to custom rather than personal whim. He is fair, just and a Squib of his word.

Quote: "Be trusting me. We make plenty-nice music together."

in while the Ugors are occupied cleaning up the resulting mess. This involves at least one Moderate *con* roll to stage the diversion, then a Moderate *starship piloting* roll to slip in quickly. They'd better have their landing site selected in advance (see "Landing" below), or they'll have to circle the wreck, exposing themselves to further Ugorian notice.

The Old Hide-In-The-Garbage Trick

Seems like a good idea, right? Worked for Han Solo, didn't it? But the Imperials weren't garbage experts. The Ugors are. When the Rebels (disguised as one of the bits of flotsam) begin moving toward the "Holy of Holies," the Ugor patrols are on them like Squibs at a two-for-one sale unless the pilot makes a Moderate *sneak* roll and a Moderate *starship piloting* roll to pull it off. Increase or decrease the *piloting* difficulty depending on the success or failure of the *sneak* roll. The Ugors know every piece of junk floating around the gravity-well projector and its orbit, since they set each piece in place using the machine. See "Getting Out of a Sticky Situation" below if the Rebels try this and fail.

Darn the Torpedos ...

Having a probable dislike for being muzzled, the Rebels may have their ship's weapons working again by now. This being the case, you may find that they immediately begin thinking in terms of using force. Try to point them toward other solutions, perhaps using the Droid or Squib to make alternate suggestions.

The Rebels can and should get past this hurdle without shooting up the place. Guns are not the answer here, and you should hint that a frontal assault is fruitless, and possibly suicidal. The Ugors jump on the Rebels with all they've got if they think the "Prime Mover" is in jeopardy.

Getting Out of a Sticky Situation

The Ugors do not take kindly to tourists who stray from the scenic route and try to sneak into the Holy of Holies. If the Rebels are caught in this kind of situation, the Ugors converge on them at the rate of one ship every other round. Each Ugor ship is identical to the original Dreadnought encountered at the beginning of the adventure.

The Rebels do have a few things in their favor. First, the Ugors are under the impres-

sion that the weapons on the Rebel ship have been disabled. If and when the Rebels demonstrate otherwise, the aliens will be surprised (give the Rebels two free *haste* actions). Second, although the Ugors are familiar with the system, they are indifferent pilots. If the Rebel pilot makes a Difficult *starship piloting* roll, they lose the Ugors for a time.

Landing on the Wreck

As the Rebel ship approaches the hulking mass identified as the object of their quest, find out where they would like to dock. A Moderate *Perception* roll allows a Rebel to identify one of the three possible docking places. Refer to the schematic in the pullout section at this point, as it pinpoints the exact locations for you. Read the descriptions below aloud as the Rebels approach. Let them decide which one of these routes to take.

Note, if the Rebels only make a Very Easy or Easy *Perception* roll, then they only identify one or two of the possible three landing sites (as marked on the schematic).

The Bare Wall

This potential landing site is automatically noticed by the Rebels, no matter what kind of *Perception* roll they make.

As the titanic chunk of debris isn't spinning, it should be a simple matter to land the shuttle on the relatively flat area you see before you. You can lock in place using power hook and enter through the rip in the bare wall. Through the rip, you see the tangled remains of interior machinery.

The Disposal Chute

If the Rebels make an Easy *Perception* roll, in addition to "The Bare Wall" they notice this possible entry passage.

At the wide end of the chunk is what appears to have been an enormous disposal chute. It is wide enough for you to bring your ship inside, and surely one of the many ducts connecting into the chute leads into the wreck.

The Emergency Airlock

If the Rebels make a Moderate *Perception* roll, in addition to "The Bare Wall" and "The Disposal Chute," they notice this possible entry passage.

One side of the wreckage has a recessed emergency airlock, which used to face onto some non-pressurized area of the structure. That area, whatever it was, is now gone with the rest of the ship, and the airlock now opens into deep space. Your ship could dock with the hulk at this point.

Entering the Wreck

After the Rebels have chosen a landing site, refer to the "Gamemaster Schematic" in the pullout section. Find the chosen landing site and follow the prescribed path from that site to the gravity-well projector. This is the path that Spilfer leads the Rebels through, and the encounters happen in the order described.

Strangely, there is sufficient gravity within the wreck to maneuver normally. There is no oxygen, however, and breath masks must be used at all times. The wreck is an eerie place, replete with strange, echoing noises and dark, shadowy movements.

The players probably don't realize that this is all a large chunk of the now-destroyed Death Star, and you should try to reveal it to them slowly. Feel free to throw in as many familiar Death Star locales as you want in addition to the ones provided here, but try not to make it too obvious. When the Rebels enter, you should convey a sense of 70mm wonder.

Much to the Rebels chagrin or delight, (depending on how things have gone so far) Elnine refuses to leave the shuttle. The goings-on of the past day or so have caused him such distress that he has become petrified with fear. The only way that the Rebels can get the frightened mechanical off the ship is to deactivate him, in which case he becomes quite an encumbrance. Elnine "volunteers" to stay behind to "guard the ship." This is desirable for the story's purposes, since having Elnine back on the ship should provide some amusing moments in the next episode.

Encounter One: The Void Droids

After docking near the bare wall, the Rebels can enter a central corridor which seems to be slightly more disheveled than the rest of the wreck. Read:

Several bits of stormtrooper armor are strewn throughout this corridor. Some of the armor, however, is still packed in

spray-on shipping foam. A weapons locker along the wall has been smashed open, spilling the remains of several Imperial-issue blaster rifles across the bent floor.

This corridor was near a storage chamber when the Death Star was in one piece. Rebels who make a Difficult *Perception* roll notice that it appears that the locker exploded from the inside when the atmosphere went. Yet there is some other, later damage, both to the locker and the weapons themselves. A closer examination reveals that the power cells have been removed from most of the blasters.

If the Rebels didn't hide any of their weaponry from the Ugors, you may allow one or two of the newly-discovered blaster rifles to be repaired by scavenging parts from several others (and making Moderate *Technical* rolls).

Anything the Rebels seem disinclined to grab, Spilfer lays claim to, accumulating an incredible assortment of useless garbage. He is pleased that they are willing to let him have all these discarded servo-adaptors and burnt-out components, but also a little suspicious. "Why are they being so nice to me?" he wonders. When the Rebels start to move again, read this aloud:

As you begin to move, a dozen distorted, metallic shapes clamber silently into view. You recognize most of them as standard Droids, but some are so twisted and bent as to be almost unrecognizable. At the lead is a dented and scarred interrogation robot — a black and chrome sphere of hateful technology. It is carried by an unfamiliar, humanoid Droid with heavy armor plating. A squad of bent and broken mouse Droids slide into view along the floor, most of which have small blasters crudely mounted on them.

If the lightsaber from encounter three hasn't been discovered yet, add:

The heavily-armored Droid carries a lightsaber.

These are the "Void Droids" (see the sidebar in this episode). They surround the Rebels, emerging from unseen openings and dark corridors before the heroes can act. There are a total of 18 Droids in this encounter, but if you feel your player characters need more of a challenge, throw in a few more of your own design. Simply take a

normal Droid's statistics, adjust the codes slightly to increase combat skills, and give it a weapon or two.

The Void Droids want only two things — power and spare parts. They ask the Rebels to "hand over all mechanical devices or be destroyed." If the Rebels are convincing enough (a Difficult *con* roll or better) they might persuade the Void Droids to join them, with the promise of endless power, lubricant and spare parts. It is more likely, however, that the Rebels will refuse to cooperate with or talk to the Void Droids, and the scene will degenerate into a battle.

If a battle occurs, the Droids fight until reduced to half their number, then they retreat into hidden passageways that the Rebels cannot navigate. They continue guerilla tactics as long as the Rebels are aboard the wreck, trying anything they can to steal the things they need so desperately.

If the Rebels make an offer of part of their equipment, they must make Moderate *bargaining* rolls to convince the Droids not to take everything.

Below are the Void Droids encountered here, others may be added later at your discretion:

ITO-9 (Interrogation Droid): STR 3D; PER 4D; Skills: melee 3D, interrogation devices and techniques 4D+1. Weapons: laser scalpel (damage 2D), power shears (damage 4D+2), hypodermic injector (stun damage 3D), grenade (damage 5D).

K0-B2 (Combat Droid): STR 7D; DEX 5D. Skills: Blaster 6D, Dodge 6D, Melee 5D+2. Weapons: blaster rifle (damage 5D), force pike (damage STR+2D).

MSE-6 General Purpose Droids (8): DEX 4D, search 4D. Weapons: blaster pistol (damage 3D).

T-Series Imperial Protocol Droids (4): KNO 3D; blaster 2D+2, dodge 1D+2, languages 5D. Weapons: blaster rifle (damage 4D).

D99-X Maintenance Droids (2): TEC 4D; blaster 2D, dodge 2D, Droid repair 5D. Weapons: retractable heavy manipulators (damage STR+1D), blaster pistol (damage 3D).

MD-1 Medical Droids (2): KNO 3D; medicine 5D, dodge 3D. Weapons: laser scalpel (damage 2D+2), power clamp (damage 1D+2).

A winding corridor leads to encounter three, while a twisted maintenance shaft goes to episode four.

V oid Droids

Think for a moment, about how a spaceship dies. Most often there is an explosion, and all that survives are vanishingly small segments of the whole. But even if a ship dies a peaceful death, in its last moments the atmosphere escapes and the occupants are left only vacuum and the icy cold of space.

You'd think that would kill everything on board, wouldn't you? You'd be wrong. There are beings on every ship in the galaxy who can survive without light, without heat, without air. In fact, all they need is an occasional recharge and oil bath. The Droids.

But without maintenance, proper programming, or any normal frame of reference, even a Droid can go insane. When this happens, "Void Droids" are born. They become a mob of obsolete mechanisms leading the lives of cyberzombies, stealing spare parts and power, occasionally attacking lone Droids for lubricant, and so on. "Void Droids" have been found on large starship and space station wrecks throughout the galaxy.

The former Death Star's particular group of mechanical nasties are without a doubt the most dangerous. This is because they are led by an Interrogator Droid, still very much aware and dangerous. It can no longer move on its own, since losing its repulsorlift engine, but this nasty-looking torture Droid leads this particular pack of homicidal appliances.

While the Droids are hungry for power, they are not stupid. They realize that they can't drain power from the gravity-well projector as this is the only thing keeping their sanctuary from crashing into other pieces of orbiting junk.

Encounter Two: There's Something Alive in Here

Upon entering one of the connecting ducts, the Rebels must wade into a disposal tube full of garbage. Within this dank area, they meet a Dianoga — just like the one that

almost got Luke Skywalker! Read aloud:

The path through the disposal tube has its blessings, chief among them is the fact that you can't smell what you're wading in—through your breath masks. Silent, hovering gouts of garbage drift aimlessly in a solid stream of refuse. As you wade hip-deep through the the garbage, the tube opens into a wide passageway, festooned with the remains of branching disposal ducts. Did you hear something? Nah, probably not.

Eventually, the duct opens out into what was once a refuse processing station, where the trash was compressed prior to ejection. Here, huge garbage baffles that once held tons of the junk hang open and empty, twisted by awesome destructive forces. The only visible exit big enough for a person leads into a damaged compression chamber. Spilfer constantly makes excited noises over the comlink channel, gathering bits of worthless-looking garbage with his garbage-grabber and adding it to the collection pouches decorating his suit.

Wait until the Rebels are distracted before you hit them with the Dianoga. If they make jokes about the sewer scene from the *Star Wars* movie, then now is not the time to spring the creature on them. When they are poking fun at the Squib or are wrapped up in finding another exit, have the garbage creature attack. You might want to wait for an "I've got a bad feeling about this..." just for effect. In any event, start like this:

Spilfer suddenly makes a very different noise over the comlink. He seems to have uncovered a length of greasy gray leather, and is apparently very excited about it. He must value it highly, since he refuses to let go of it, even though it is quite a bit bigger than he is. His frantic antics are almost funny as he attempts to pull it from the muck and mire.

Let the Rebels make *Easy Perception* rolls to realize that the thing has hold of the Squib, rather than the other way around. A *Moderate Dexterity* or *Easy swimming* roll is needed to get close enough to help him.

In case you were wondering, this is a similar creature to the Dianoga seen in the first *Star Wars* film. It could even be the same one that attacked Luke; it's hard to tell with Dianogas. This creature is sick, injured, and

definitely hungry, which makes it a lot nastier than the one that attacked Luke. It has been through a rough time, actually surviving the space station's destruction with only its incredible adaptability to see it through.

It grabs the Squib and any Rebels that come to his aid, pulling them toward its gaping maw. It takes three combat rounds for the beast to pull a victim into its maw. Each of these rounds, the creature must make a *brawling* attack (using its 6D *Strength*) against its victims to retain hold. Once the victim has reached the mouth, he takes 5D of damage per round. The Dianoga can hold up to seven victims at a time, and therefore declares seven attacks at the start of each round.

Dianoga: DEX 2D; PER 3D+1; STR 6D. Speed Code 4D. Attacks through *brawling*. Victims in maw take 5D damage per round.

A muck-filled tunnel leads to encounter one, and a side passage climbs up toward episode four.

Encounter Three: Darth Vader's Ghost

The emergency airlock leads to a dark and silent section of the wreck. The Rebels eventually find themselves in a once-restricted portion of the Death Star, in a section that has been canted to one side by the collapse of a number of the supporting structures. The corridor looks like a leaning house of sabacc cards. Structural supports, beams, and cables jut out in all directions, leaving a surprisingly sturdy arched pathway through the chaos. Most of the side rooms are hopelessly blocked, but the Rebels do manage to find one which is intact and accessible, though it's a room unlike any they've ever seen.

Now is your chance to have some fun with the Rebels as they discover why this room is still in one piece. It is Lord Darth Vader's high-security meditation chamber!

A side opening in the twisted corridor leads a short way into darkness. At the end of the passage the Rebels find an intimidating, heavily-armored black door. They must figure a way to open this sealed portal if they intend to search this chamber. Any reasonable-sounding plan should succeed, but some plans are better than others.

If they use explosives or excessive force, be sure to drop lots of debris on them — each Rebel takes 4D damage from the collapse if they are unsuccessful on a Moderate *dodge* roll. Another method for cracking the door is for a Rebel to unlock it. For this to work, the Rebel must make a Difficult *security* roll.

The first two rooms encountered after opening the door are of little interest to the Rebels. The first is a lounging area still hung with spartan fixtures that were obviously put in with the plumbing when the place was built, and with an equal amount of enthusiasm. The second, a command/control information access center, appears to have been of high clearance, though nothing inside has any value now. The third room, the sleeping chamber, is another matter. The personal quarters are disarrayed, but from the homogeneity of the mess, it is apparent that they once were neatly kept.

Most of the garbage appears to be personal medical equipment, of the sort that a rich and hypochondriacal fleet admiral might have. There are also the ruins of some specialized gadgetry that looks like it might have been used in repairing some kind of experimental Droid. With a Moderate *Perception* roll, the Rebels find three med-pacs among the medical equipment.

A lone door, black and foreboding, looms in the back of this room.

Behind the Black Door

This portal, like the front entrance, is secured by an armored door. This one however, is not locked. Make sure you know where everyone is in the room when the Rebels decide to open it. It would be best if you do this without being obvious about it. Try using *Star Wars* miniatures if you have them to help visualize the scene. When the door is opened, read this aloud:

The door slides away with a hiss of hydraulics and you are immediately pumelled with all manner of debris. A strange and powerful gust of wind pushes you backward, and as you struggle to look beyond the hail of debris you see light gleam off of a shiny metal helmet. Your eyes focus on the darkness and you see a tall, dark figure standing framed in the doorway, its cloak whipping in the unnatural wind.

Show the players the illustration of Darth Vader so that they can all get a good look at it. Make sure to block out everything on the page but the drawing itself. Then ask what each Rebel is doing.

The debris flies out at them because the room was vacuum sealed. The terrifying apparition is not the Dark Lord himself, but simply a spare helmet and cloak. You should, however, treat this exactly as though the stunned Rebels have just met Darth Vader himself. Ask for declared actions and begin to run this as an actual encounter. You should mention that the Rebels haven't actually seen Vader, but they've heard about him enough to recognize him at least as well as the players.

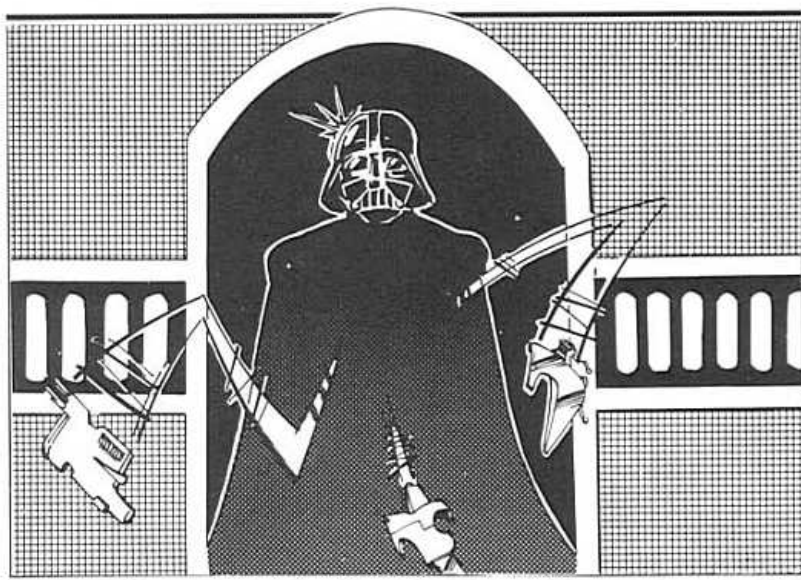
The idea here is to panic them, get them to fire a few wild shots, maybe waste a force point (go easy when it comes to returning those points: the idea is to break the tension, not take away the only edge some poor Rebel has).

If a Force-using Rebel tries to *sense* Vader's presence, you may (depending on the roll) tell them they detect a faint taint, like a bad psychic smell, in the dark doorway, but no trace of a Force presence. This is just the evil aura remaining in Vader's chamber; psychic residue, as it were. A really good roll might let them detect a faint positive aura in the room beyond the figure (from a captured artifact: see below).

If a Rebel decides to shoot at the apparition, there is no noticeable effect. The cloaked figure seems to sway aggressively, like a snake preparing to strike. If they specify the helmet as their target (and take the appropriate penalty of +5 to the difficulty number), a successful hit spins the figure away in apparent retreat.

If anyone attacks the presumed Vader hand-to-hand (earning the "Foolish But Gutsy" award for this episode), they are enfolded in darkness as the cloak winds around them. Then they discover their assailant is a disembodied helmet and cloak on a stand.

Beyond it is the remains of Vader's meditation chamber, including the collapsed and twisted wreckage of the enclosed unit. There is also an extra surprise that the Rebels could use, if they haven't already met the Void Droids.



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To the Victor

If the Rebels make a successful Moderate search of the cabin, they discover the following items of interest:

- The captured lightsaber of Obi-Wan Kenobi (assuming the Rebels haven't met the Void Droids yet — it appears in whichever encounter happens first).
- A pulse-lightspeed holo-image transmitter. (This allows holo messages to be transmitted from and to ships traveling through hyperspace. It has a limited three-system range.)
- Darth Vader's spare cape and helmet.

Not as Clumsy as a Blaster...

The lightsaber is an antique, its power supply nearly exhausted, but it is still functional. Even wielded by an amateur it is a

formidable weapon, but in the right hands it is nothing short of miraculous. Any character whose template or background involves Jedi or Force skills might be able to learn the saber, given time and a teacher.

The saber functions perfectly for six combat rounds of either continuous or intermittent use. On the seventh round it begins to spit and sputter. On the ninth round it is exhausted and a new power cell must be found.

Where to Next?

Two exits lead out of Vader's chamber. If the Rebels go back out into the corridor, they eventually reach encounter two. If they make a Moderate search roll, they uncover a passage to episode four.

Cut-Away to Alliance Command

Read Aloud:

INTERIOR: ALLIANCE BASE COMMAND BUNKER. *The camera begins in tight close-up, concentrating on a nervous hand tapping on a shiny table top. Slowly, the shot dollies back to reveal the worn and weary visage of General Rieekan, sitting at a round conference table along with several other high-ranking Alliance officers.*

With grim resolution, Rieekan breaks the silence. "48 hours. That's all we can afford to give them." Sighing resignedly, the general rises from his chair. "If we haven't heard from the strike team by then, we assume the worst."

"Does that mean evacuation?" asks an aide.

Rieekan nods regretfully.

"For everyone?" the aide continues. "Do you know what that will involve?"

The general turns from the aide, his head hung in despair. "I'm afraid we have very little choice. Too many lives are at stake if that data reaches Imperial eyes."

Wipe.

Episode Four

The Gravity-Well Projector

Summary

When the Rebels reach the center of the derelict they find that the device they're after is on and functioning. After finding a way to disconnect the machine, the Rebels try to make their way out of the wreck, wrestling with the clumsy projector. Before long, they are attacked by Jabba's pirates, who jump them while still inside. After an exciting battle, the Rebels break free and dash for their ship. When they reach the shuttle, they see that the once orderly system of trash has gone haywire. Chunks of garbage and machinery float everywhere, colliding and spinning wildly. Getting out of the system is not going to be as easy as getting in ...

The Object of the Quest

After suffering through the encounters in the previous episode, the Rebels finally reach their goal. The gravity-well projector chamber has high, fluted walls. Observation ports, empty now of their transparisteel, form uncanny black openings against the greenish decor.

Of the sections of the wreck the Rebels have had a chance to tour, the area surrounding the gravity-well projector seems to be in the best shape. Strangely, there also seems to be a fair amount of power in use. The energy emanates from a pair of massive, dangerous-looking power plants of patently Ugorian design, obviously added after the mighty space station's demise. All of the power is being drawn by a squat bulbous device about the size of a small escape pod. Mounted in place, its projector dish points out into space.

A silver mechanism rotates at high speed inside the translucent black case. It is difficult to tell exactly what it would look like if at rest, but in operation the mechanism forms the illusion of a black hole.

This, of course, is the vaunted gravity-well projector. Spilfer casually points at the pod-like device and exclaims, "There big juju. Grab 'em and get leaving before some pushy Ug show up. He ask plenty awkward questions, you bet."

Remember, all the Squibs want to do is show up the Ugors. The gravity-well projector is of little value to them except as it is prized by the Ugors.

Approaching the Projector

Those that head toward the projector notice that it seems somehow uphill from them as they approach — not so much visually as in the amount of effort it takes to reach it. An Easy *technology* roll allows the Rebels to realize that the great amount of power being pumped into the device seems to be forming a dense field of gravity.

Curiosity Killed the Squib

As the Rebels ponder an approach, Spilfer ceremoniously decides to take matters into his own hands. Plucking a long tool-like object from his collection of junk, the curious Squib rears back to take a hefty swing at the projector. Rebels making a Difficult *Dexterity* roll can stop the little guy in mid-swing. If no one stops him, Spilfer connects with the pod's outer casing, and the device begins to whine and smoke. Read:

As the high-pitched whining reaches an "explosion-imminent" crescendo, the guilt-ridden Squib closes his eyes and chooses a knob at random. There is a tense moment as he turns the chosen knob, pulls it off of the machine, and nimbly pockets it with the rest of his junk. Soon a friendly-looking green light winks on inside the device. The little guy seems to have saved the day, but he refuses to return the knob.

Examining the Device

Close up, the projector is a marvel of the Imperial "brute-force" method of scientific development. Overcoming the limits of current technology by overkill rather than by breakthrough, the Empire has created a useful tool — and a potential weapon. Those succeeding on a Moderate *technology* roll can tell that it is essentially a tractor beam projector, modified with a number of oversized, overworked components.

The projector uses about 10 times the energy of a Star Destroyer's main tractor, and there is no indication of where all the power is going. Whatever it was designed to do, it was designed to do a lot of it. After the Rebels study the device, they'll have to make a Very Difficult *technology* roll if they want to shut the thing down. Two characters can combine on the roll, and if they make it they may disconnect the gravity-well projector with little fuss. Success on the roll also gives them a better idea of what the machine is: an overpowered relative of a tractor beam, using dangerously unstable processes to generate powerful gravity waves.

How Many Rebels Does it Take to Move a Gravity-Well Projector?

Never mind the strengths of the characters involved, it takes all of the Rebels to free the gravity-well projector from its mounting. Once free, two characters, proceeding slowly, can move it.

The device has a strange property, however. It doesn't have any gravity of its own, it simply floats up until it reaches something

to stop its ascent. It can be maneuvered in this manner, as the projector keeps moving in any direction it is pushed. While it has no gravity, it still retains all of its mass and is therefore hard to stop — or change direction, slow down, or get out of the way of. All of this gets tougher the more momentum the device builds up.

It takes up to four characters a combined Difficult *Strength* roll to control the device's movement every time they try to change its direction or stop it. Add a level of difficulty for every *haste* action a character takes. In addition, the supposedly-deactivated projector gives a sort-of "gravity-hiccup" every so often, briefly depriving the five-meter area around it of gravity, or making it feel as though everyone is walking up or downhill.

What the Rebels may or may not realize by now is that the gravity-well projector is responsible for keeping all of Paradise System from becoming a destructive, chaotic asteroid field. Deactivating and removing the device leaves the entire system to its own orbital whims. When the action seems to lag a bit, read the following aloud:

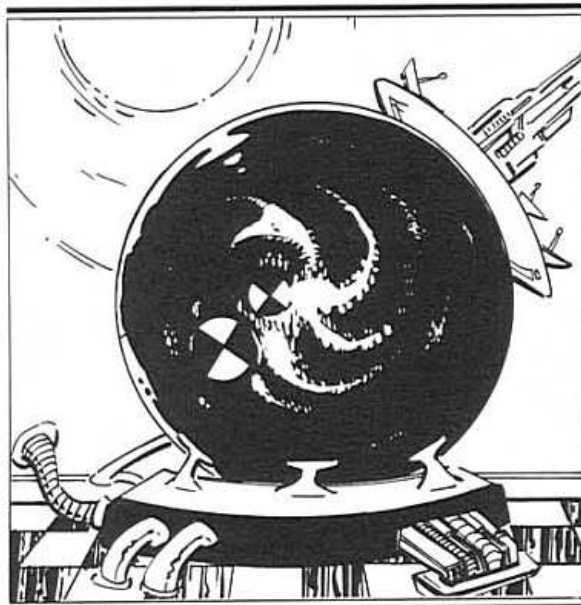
As you pass a shattered viewport, you catch a fleeting glimpse of the system outside. There seems to be an awful lot of garbage out there, which is nothing to get excited about, but a great deal of it appears to be colliding and moving in all directions — including yours. And it was all so orderly just a short while ago...

Return of the Hardware Pirates

Having followed the Rebels to the hulking wreck, the pirates have parked themselves nearby, waiting for the PCs to do the rest of their work for them. If the Rebels destroyed the pirate vessel back in episode two, then this is a second group of nasties, now out for revenge as well as the gravity-well projector.

The pirates' plan is twofold: simultaneous ambushes, one on the docked Imperial shuttle, and one on the Rebels inside the wreck. The pirate leader, Teehl, leads the ambush on the wreck, while her mate engages the docked shuttle.

Give the Rebels time to get used to the idea that they are in trouble. The sounds of rocking collisions echoing through the massive wreck and bits of falling debris from partially collapsed ceilings should make them move a bit faster. Then let the pirates attack.



Stand and Deliver

In an extremely dark area, at a point where three corridors intersect to form a "Y", the pirate crew ambushes the Rebels. The Rebels, who approach from the right upper arm of the "Y", are allowed to reach the intersection before the pirates spring their trap. Read:

As you reach the intersection of three corridors, you hear the distinct sound of several blaster pistol safety bolts being pulled back. Then a voice echoes from out of the darkness, "They don't look like Imperials to me, Cap'n. I say we burn 'em!" A sultry female voice replies, "Must be Ploovo's boys. Jabba'll want at least one of 'em for the Rancor." A chorus of chuckles wells up all around you.

If the Rebels don't open fire right away, Teehl steps boldly out from the shadows and addresses them: "All we want's the machine. Hand it over an' there won't be any trouble." It is unlikely that the Rebels cooperate, but if by some chance they do, Teehl takes the projector and then opens fire.

She has ordered the pirates to set all blasters on stun, so as not to damage the valuable machine they're after. Six pirates emerge from the left upper arm of the "Y", and six from the single lower stem. They try to create a crossfire, although they are too disorganized to use combined fire.

There is little cover here, as the pirates chose their ambush spot well. If they are to escape, the Rebels must break through one of the pirate ranks or dash back the way they came without getting blasted. The pirate crew is made up of an assortment of thugs and low lifes, probably hired from the Mos Eisley Cantina on a bad day. Each has a ratty spacesuit, a vibroblade, a blaster carbine, a scrambled comlink, and a good luck charm of some kind (a piece of Wookiee fur, a restraining bolt, or the like). Their conversation is limited to a chorus of agreement with whatever the commander says: "Aye," "That's tellin' 'em," "No diz, cap'n," "Yar har har ... heh," etc.

Pirates (11): DEX 3D; Blaster 4D, Melee 3D+2, Melee Parry 3D+1. All other skills and attributes 2D. Weapons: Blaster Carbine (damage 5D), Vibroblade (damage 3D).

As If Things Aren't Bad Enough...

Wait until the Rebels get themselves some decent cover (there is some bent wreckage back the way they came or through either rank of pirates), then have one of them get a comlink call. Read:

"Are you there sir? (crash, kapow) This is Elnine. I'm afraid (kabloom, peeow) I'm under attack. That awful black vessel is (boom, kablam) pounding me like a slab of bantha-veal! Oh please, (blam, tweep) you must help me!"

It should be obvious to the Rebels that Elnine's programming doesn't include *starship piloting*. The only way to save him is to "talk him through" flying the shuttle to safety. This scene is the reverse of the cooking scene from episode two. This time the Rebels must do the talking, and they happen to be in a firefight at the moment.

Talking the Droid through a round of starship combat takes up two actions from one of the Rebels. That PC must make a Moderate *starship piloting* roll each round, while at the same time actually "talking" the Droid through a step. Keep in mind that Elnine is programmed to cook and only to cook, so that anything else he tries to do he relates to cooking, responding with, "Is it anything like fricasseeing?" If the players think of it, describing a step in "cooking terms" adds 1D to the *starship piloting* roll.

For example they can tell the Droid to "slide under the enemy ship like a power spatula under a Dantooine flapjack."

Every successful roll made by the Rebel talking to Elnine means that the Droid survives that round of combat. Four successful rolls in a row allows the Droid to escape his attackers, "losing" them in the now-chaotic junkyard. Failure on any one of the rolls means that the shuttle has been damaged and will subsequently be boarded by Pirates.

If this is the case, the Rebels lose contact with Elnine and are later ambushed by six pirate thugs (same stats as above) when they board the shuttle. Use the Imperial shuttle deck plans included in this package (in scale for use with *Star Wars* miniatures) to resolve the combat.

A Fast Get-Away

Talking a cooking Droid through taking-off and flying a spacecraft is one thing, but

landing is quite another, especially on the uneven surface of the massive wreck. But the Rebels should realize that leaving Elnine flying around in the shuttle for too long is just as risky. The system has become a swirling mass of destruction, and they've got to get back aboard *Bonderium* as quickly as possible.

Talking Elnine through a landing requires a Very Difficult *starship piloting* roll. If the roll is failed, Elnine cannot land the shuttle and remains hovering above (after a jarring miscue, of course). This is the most probable situation, and the Rebels will have to think of something fast if this is the case.

An Uplifting Experience

One (admittedly crazy) way is to use the shuttle's landing tractor to lock onto the gravity-well projector, then pull it up to the ship while the Rebels cling to it. If none of the Rebels think of this, Spilfer, being an expert on tractor beams, suggests the plan. Once the plan is suggested, the PCs who successfully examined the device earlier realize that it is actually feasible. The pocket of normal pressure surrounding the projector will keep the Rebels from exposure to hard vacuum on the way up.

There are a plethora of hazards involved in this plan. First, a Rebel must make a Difficult *starship gunnery* roll to talk Elnine through locking the tractor beam on the device (Spilfer has a special *tractor beam* skill if the Rebels let him handle it). Second, each Rebel must make a Moderate *Strength* roll to be able to hang-on to the device all the way up to the shuttle. Anyone failing starts to spin off from the rest. An additional roll (at -1D because it is a second action in the round) allows a nearby character to grab hold of the victim, however. Next there are the wildly careening bits of debris which

threaten to dislodge the Rebels from the projector.

It takes three rounds for the Rebels to make it all the way up to the ship. For each of those rounds, roll a die. A roll of six indicates that a piece of debris may dislodge a character. Determine the character involved randomly, and have him make a Difficult *Strength* roll. The result is the same as above; failure means the character is dislodged, and another may try to grab the victim before he spins away.

The Rebels may decide to bring the projector aboard the ship (a tight fit through the outer hatch) or to leave it in tow with the tractor beam. Doing the latter exposes the device to the dangers of colliding debris, though.

Nick of Time

In the interests of high drama, as soon as the Rebels are off the derelict and safely aboard their shuttle, read the following aloud:

As you watch from the comparative safety of your ship, a comet of conglomerated garbage slams into the wreck. Something in the trash explodes, prompting a similar display of pyrotechnics aboard the massive wreck which hurtles wildly past you, toward a nearby mass of rusted mining equipment. A chain reaction of collisions continues to build, each impact yielding hundreds of shards that smack into still further chunks of debris. In moments, the entire star system becomes a chaos of billiard-like rebounds and collisions, even more dangerous and unpredictable than before. The giant wreck's fiery demise has turned the System of Paradise into a frenzied storm of destruction.

Episode Five

Paradise Unbound

Summary

Now safely aboard their ship, the Rebels must navigate their way out of the system by dodging in and out of multi-ton wrecks. When the Rebels break free of the garbage the Ugors spot them and take off in pursuit. Amid all this, dozens of Squib ships suddenly appear and begin scarfing up the free-floating junk.

After escaping the angered sons of Ugor, the Rebels must meet with King Ebaree-baveebedee to resolve the gravity-well projector situation and get *Elusive's* current location.

Dangerous Getaway

Once aboard the shuttle, four Moderate *starship piloting* rolls put the Rebels out of immediate danger and on a course for free space. Any failure means an accidental collision with a wad of garbage. Treat a collision as a 3D to 5D damage roll against the shuttle's hull and shields. Some fast repairs may be necessary here.

If a collision is imminent, Spilfer has a chance to deflect the incoming garbage with the ship's landing tractors. He must make a Difficult *tractor beam operation* roll.

If the players think of it, they have the means to avoid any and all damage while escaping the system. The gravity-well projector, which should be in the shuttle's hold by now, can be hooked into the ship's power supply to create a repulsor field of sorts. A Rebel making a Difficult *technology* roll can hook the device up and adjust it to create a repelling gravity field around the ship. If this is accomplished, none of the *starship piloting* rolls are necessary to escape the system. The gravity field deflects all incoming garbage.

Not So Fast...

As the shuttle reaches the outer edge of the system, before the Rebels have a chance to make the jump to lightspeed, a nearby section of space shimmers and turns into four Ugorian Battle-wagons. A hate-filled, Ugor voice fills the airwaves with a menacing message:

"Heave to, rabid gropers ob the Holy ob Holies! Id is now we are blasting you to molecules, to be delayed only for the amount of seconds id takes for you to turn ober the Prime Mover frob your vile clutches!"

Right Where We Want Them

The Ugor pilots use a typical Ugorian "overwhelm" tactic. They pop out of hyperspace in a perfect position to come at the Rebels from all sides, completely surrounding them. The PCs must survive four combat rounds before they can make the jump to lightspeed. Read this aloud:

A surprising maneuver by the fast-closing Ugors puts you directly between two of the clumsy cruisers, and two more quickly join them to box you in. Sweeping in from port and starboard, fore and aft, the four doughnut-shaped battle-wagons unleash their antique flying fang missiles. Many of the fossil missiles are clearly duds, some even blowing up in the launch tubes, but an even dozen corkscrew toward your ship.

The Rebels' best chance is to fly up or down, moving their shuttle from between the attacking ships. While the Ugors are busy dodging their own armaments, *Bonderium* can put on some real speed and make the jump to hyperspace. A Moderate *starship piloting* roll does the trick.

If no one thinks of this maneuver, there is

another option. They could adjust the gravity-well projector even further so that the repulsor field deflects the missiles away from them. This requires a Difficult *technology* roll to set up. This also drains the ship's power significantly, reducing all other actions by 2D for two combat rounds.

If the players fail to think of either of these tactics, the shuttle is assaulted by 12 missiles. First roll one die; the result equals the number of missiles which are actually duds and do no damage. Work out the remaining missile shots as per space combat.

Squibs Ahoy

As the Rebels prepare for hyperspace, a fleet of Squib needle ships take advantage of the confusion resulting from the collapse of Paradise System. They pop out of lightspeed and begin raking in choice bits of garbage, including any disabled Ugor ships. The Ugorian fleet, devastated and occupied by the system's collapse, uncharacteristically retreats from their hated enemies.

Gleefully ravaging the Ugor holy system, the Squibs sing out their various battle cries: "Dibs on the big pieces!", "Eat hot trash, Ugorian slime!" and "Death to all single-minded fanatics of Ugor!" Coming in behind the first wave of Squib ships is the Squib Momship and its escort. The familiar voice of King Ebareebaveebedee chirps in over the shuttle's com unit:

"Hail, conquerors of heroes! Much good loot has been gifted to us due to thoughtful vandalism by you of Ugorian church marines. Bring now the quest-object to us and we will keep short end of deal."

Maneuvering close to the momship may be accomplished with a Moderate *starship piloting* roll. Failure causes further damage to the paint on *Bonderium* as she impacts yet another hunk of free-floating garbage. Once the Rebels have delivered the gravity-well projector, the Squibs are all too happy to give them the information they need. In typical Squib fashion, the king explains that *Elusive* is docked at the Empire's Tolan Naval Installation for repairs. Its next destination: the Imperial Intelligence Operations Center on Coronar.

Planning the Attack

The Rebels should immediately recognize that attacking *Elusive* while it's still at the Naval Installation would be suicide.

Constant Star Destroyer patrols rule out any sort of action there. The only solution seems to be catching *Elusive* after she leaves the repair station, but before she reaches Coronar. This means somehow dragging the ship out of hyperspace, a tricky proposition to say the least.

Any Rebel who had successfully examined the gravity-well projector earlier realizes that the device is capable of generating powerful enough disturbances in hyperspace to yank a ship free, assuming that it is triggered in the realspace equivalent of the ship's path. If no one is familiar enough with the device to know this, Spilfer suggests it, keeping in mind what the Rebels will have to do next: get the device back from the Squibs.

Haggling: Part III

The Rebels are invited to again dock with the Squib Momship. The honor guard returns and escorts them into the presence of the expectant King Ebareebaveebedee. His chamber is, if anything, more highly decorated than last time. To the murals have been added a few impromptu renditions of the System of Paradise collapsing, and a heroically exaggerated portrait of the Rebels nears completion.

The king himself is beaming. At his side stands a Mon Calamari dressed in robes. "Beware of smiling Squibs," mutters Elnine to the Rebel nearest him. What Elnine suspects and Spilfer knows, but neither of them mentions, is that the Squibs have no real use for the gravity-well projector. They wanted the Rebels to steal it merely because of the trouble it would cause the Ugors. Therefore, when the Rebels express an interest in it, the Squibs will gladly see to it that the deserving heroes get what they want — a gift, as it were, from the grateful Squib nation. Of course, being Squibs, their offer takes the following form:

"Knowing you interest in trifle-thing, we have only ask minor items in exchange. Perhaps if you give us your little ship and all that you possess, as souvenir of fondness in which we hold you, and to set up museum display we gladly give way."

As soon as the Rebels express their dislike for this deal, the Squibs make a counter-offer. Since they are Squibs, they don't simply reduce their former asking price: they add a further level of complexity to the deal.

"Ah, then perhaps you give half-interest your ship to Mon Calamari trader in exchange for tugboat, we sell tugboat and lend you enough credit buy back your ship, good interest rate, keep gravity-dooickey for good, free paint job no extra charge?"

Presumably the Rebels will decline this offer also, and with luck will be baffled by the sudden inclusion of the Mon Calamari in this deal. This, to the Squibs, is good — as far as they're concerned, a confused customer is a good customer. When the Rebels make their counter offer, you may feel free to incorporate it into the Squibs' next bid, but add it in an irrelevant or twisted way.

Here's an example: "Maybe you loan your ship, 99 year lease, we give projector, free paint job, parking-orbit voucher, plus head of Imperial Walker, good condition, only use once?" Have fun with this for as long as you or the players can stand it, but try not to overdo it.

The deal should eventually boil down to this: In exchange for the salvage rights to the soon-to-be-destroyed *Elusive*, the Rebels may have the gravity-well projector, but

must keep Elnine. If they don't want the Droid, they have to give up their own ship, also.

Parting Compliments

Before they leave, a final deal-closing gift is given by the king to the Rebels. It is a sealed datapack which they are not to open until they've destroyed *Elusive* and reported to their superiors in the Alliance.

When the gift is opened, an enormous hologram of the king appears, looming over the Rebels. He announces, in booming tones, a pact of mutual support between the Squib Polyanarchy and the Rebellion. It is attested to by Spilfer, and ready for Mon Mothma's agreement to name the Rebel heroes as Ambassadors to the Squibs, with all rights and discount privileges pertaining thereto. At the conclusion of the message, the king adds a signal compliment: "Good heroes they. Drive hard bargain."

This episode closes with *Bonderium* blasting off to intercept *Elusive* before it can reach the Empire's Coronar base. Go on to episode six.

E

pisode Six
Desperate Showdown

Summary

Armed with the gravity-well projector, the Rebels make a last-ditch attempt to destroy *Elusive* before it can reach the Imperial Intelligence Center on Coronar. By creating a gravity anomaly in *Elusive's* hyperspace lane, the Rebels can knock the transport back into realspace.

But when *Elusive* comes out of hyperspace, the Rebels find that the transport has been equipped with something extra — an external rack that carries a flight of TIE fighters!

Preparing the Projector

The Rebels can calculate an optimum interception point using the information provided by the Squibs and by making a Moderate *astrogation* roll. This done, the Rebels manage to reach a point in realspace equivalent to *Elusive's* hyperspace trajectory prior to the arrival of the Imperial ship. The Rebels have mere minutes to patch the gravity-well projector into their ship's power supply and aim and focus it before the Imperial transport passes.

Now is the chance for the engineers among the PCs to shine. A Difficult *technology* roll is necessary to adjust the much-abused apparatus to create a gravity disturbance large enough to activate *Elusive's* hyperdrive inhibitor and pull the ship from hyperspace. If the roll is failed, all ship's power abruptly winks out and everything goes dark until someone makes a *starship repair* roll (Difficult, under the circumstances, Moderate if a light source can be improvised).

With power restored, everything seems fine until they try to use the projector. It immediately begins to overload.

What Do You Mean, "Oops?"

Using the device as a "portable planet" to

disrupt hyperspace travel entails a certain element of risk. In fact, if the Rebels fail the above-mentioned *technology* roll, they accidentally overload the projector. This means that the projector "shifts gears," increasing its gravity output to the point where it can no longer be controlled. This creates an artificial black hole and poses a very dangerous hazard to all matter in the vicinity (see "The Black Hole" below). Any Rebel who had earlier examined the projector realizes this as he or she begins the new adjustments, but before the difficulty check is rolled.

Portable Planet

If the Rebels finally do get the thing hooked up correctly and running, read:

A soundless hum shakes your bones, and your ship is suddenly no longer hanging in space. Instead, it now orbits a planet-sized gravity well. The instruments indicate there's a world there, though the only thing you can see is that the distant stars behind the effect seem to pull together slightly as their light is bent by the waves of gravity. The device is working perfectly, and is now drawing only a trickle of power from your ship.

Elusive at Last

Let the Rebels make whatever other last-minute preparations they like. Keep in mind that they haven't any way to detect the approach of *Elusive*, and that they can't determine exactly where the ship will appear if they are successful in pulling it from hyperspace.

Then, as the moment they've been waiting for arrives, read the following aloud:

A minute passes, then another. According to your calculations, *Elusive* should be here now. More time goes by. At last it becomes apparent that something

has gone wrong. A ship of the *Elusive's* mass can only take a certain amount of time to cross a certain amount of distance, whether in realspace or hyperspace. That time has passed. Suddenly a section of space to the right of your viewport shimmers as *Elusive* emerges from hyperspace. The reason for its tardiness is apparent, for mass has been added to the equation — a newly-installed rack of TIE fighters!

RPG Starship Combat

Give the Rebels one round to do whatever they like, after which six TIE fighters peel off from medium range and swing in to attack (the pilots were scrambled as soon as it became apparent that they were making an unscheduled departure from hyperspace).

The six TIE fighters all launch from the dual racks set on each side of the transport, forming into three flights of two fighters each. One flight hangs back near *Elusive*, ready to buy the ship time to restart its hyperdrive. The other two flights attack the Rebels, one swinging in to strafe at close range, while the other provides covering fire aimed at the shuttle's weapons.

Both fighters in a flight combine attacks.

The flights rotate, if necessary, to keep the strongest TIEs with *Elusive*. The transport is currently undergoing emergency repairs on its hyperdrive engines and nav computer, which were thrown into hysterics by the effects of the gravity-well projector. *Elusive* joins the fight after five combat rounds.

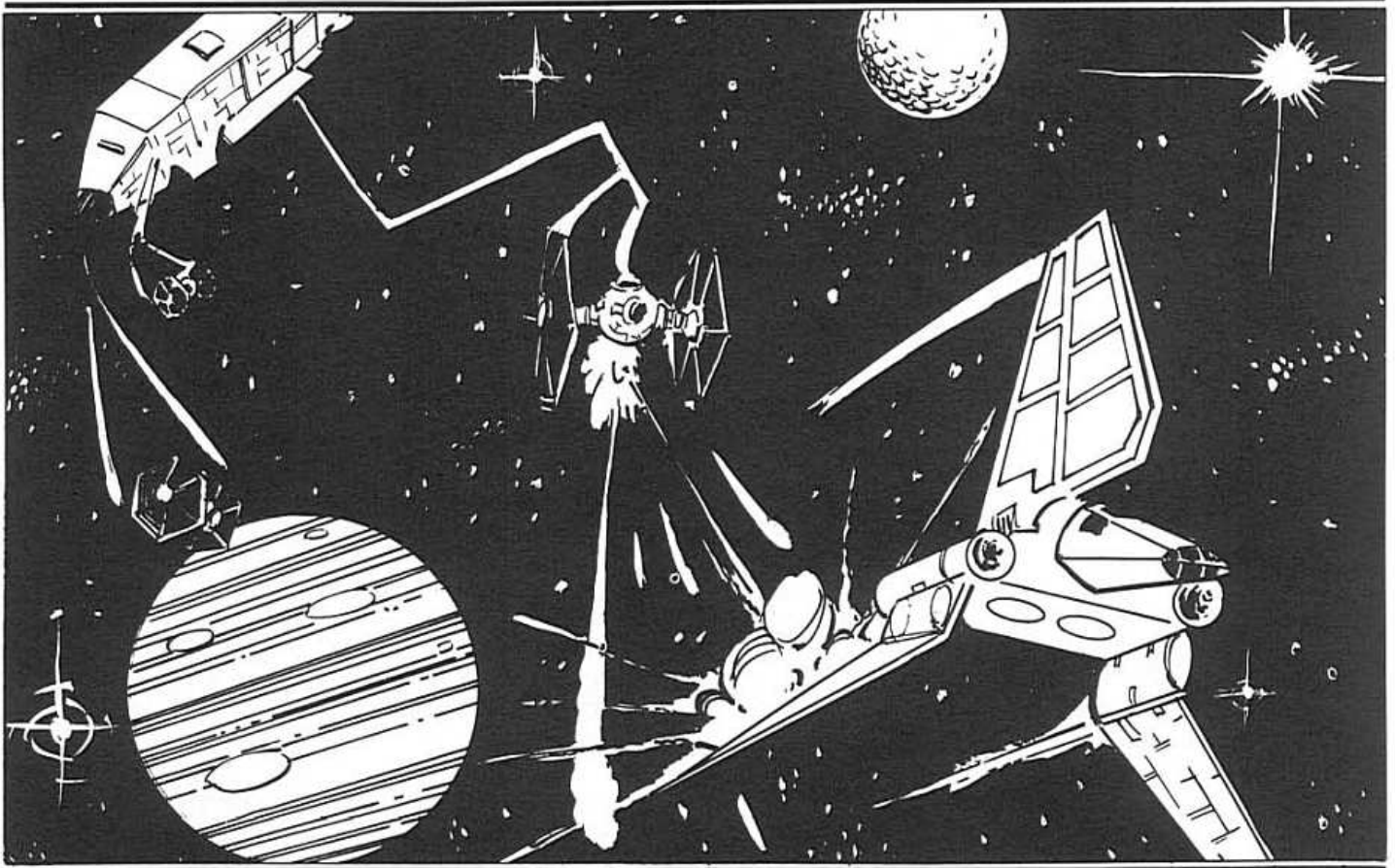
Star Warriors Combat

To use the *Star Warriors* boardgame to run this battle, you'll first need to cut out each of the counters from the strip provided in this adventure. You'll also need the map, markers, and ship's log record sheets provided with *Star Warriors*.

Required Rules: Only the standard game rules are needed to run this scenario.

Set-Up: Place the counter representing shuttle *Bonderium* in hex 2517, facing hex 2518. Place the counter representing *Elusive* in hex 3329, facing hex 3328. The six TIE fighters should not be placed on the board until they move, but each begins its movement in *Elusive's* hex, facing the same direction as the Imperial transport.

Game End: The game is over when



BONDERIUM STAR WARRIORS STATISTICS

Ship Type:	<i>Lambda-class Shuttle</i>
Pilot's Guns:	DMP (2)
Gunner's Wpns:	6PT
Body:	12/10
Speed Max:	5
Turn No's:	
1	1/1
2	2/2
3	4/3
4	5/4
5	(6)/(5)
6	(7)/(6)
Stabilizer No.:	5
1/2-Loop:	7
Slip:	5
Roll:	6
Jink:	6
Bank:	4
Overturn:	12
Overspeed:	5
Accelerate:	3
Over Accel.:	8
Decelerate:	2
Over Decel.:	9
Damage Ctrl.:	6
Pinpoint Fire:	4
Snap Fire:	3
Targeting:	5
Angle Shields:	3
No. of Shields:	8
No. of Aux. Pow.:	2
R2 Unit?	No

ELUSIVE STAR WARRIORS STATISTICS

Ship Type:	<i>Imperial Armored Transport</i>
Pilot's Guns:	SMF (2)
Gunner's Wpns:	DMS (4)
Body:	20/15
Speed Max:	3
Turn No's:	
1	1/1
2	2/2
3	4/3
4	(6)/(5)
5	(6)/(6)
Stabilizer No.:	3
1/2-Loop:	8
Slip:	5
Roll:	7
Jink:	6
Bank:	5
Overturn:	15
Overspeed:	7
Accelerate:	5
Over Accel.:	10
Decelerate:	4
Over Decel.:	12
Damage Ctrl.:	7
Pinpoint Fire:	5
Snap Fire:	5
Targeting:	6
Angle Shields:	—
No. of Shields:	0
No. of Aux. Pow.:	2
R2 Unit?	No

Bonderium is destroyed, or when *Elusive* is destroyed and *Bonderium* exits the game map.

Special Rules:

- *Elusive* cannot move or fire until the fifth game turn.
- At any point during the game, the Rebels may choose to set the gravity-well projector to overload (see "The Black Hole" below). Drop the "Black Hole Marker" in the space with *Bonderium*. On the next turn, any ships within two spaces of the marker are destroyed. Three game turns after they do this, the "Black Hole" effect comes into play, and any ships remaining on the game map are considered destroyed.
- The Imperials cannot react to the gravity-well projector's overload until the second round of its three-round sequence.

- If both *Elusive* and *Bonderium* exit the game map and avoid destruction by the "Black Hole" effect, begin the scenario again with the same set-up rules.

The Black Hole

The odds of the Rebels winning this fight are small. If they recognize this right away, they may also realize that they have a very destructive ace up their sleeve. A power overload of the gravity-well projector can be purposely triggered. It requires an Easy *technology* roll, and it produces the artificial "Black Hole" effect described above.

Once triggered, the effect cannot be stopped. The overload turns the gravity well into a runaway gravity vacuum, sucking everything in the vicinity into its deadly maw. The Rebels have three rounds to escape the area before being sucked into the mon-

strous hole themselves. After the three rounds the Rebels are clear of the danger, but during those rounds all actions other than the base *starship piloting* roll are reduced by 2D.

The Imperials aboard the TIE fighters and *Elusive* have little idea of what is actually happening and virtually no time to react, so they continue with what they are doing. With two racks of TIE fighters to protect his ship, the Imperial commander isn't worried about one lone rogue shuttle.

The Great Escape

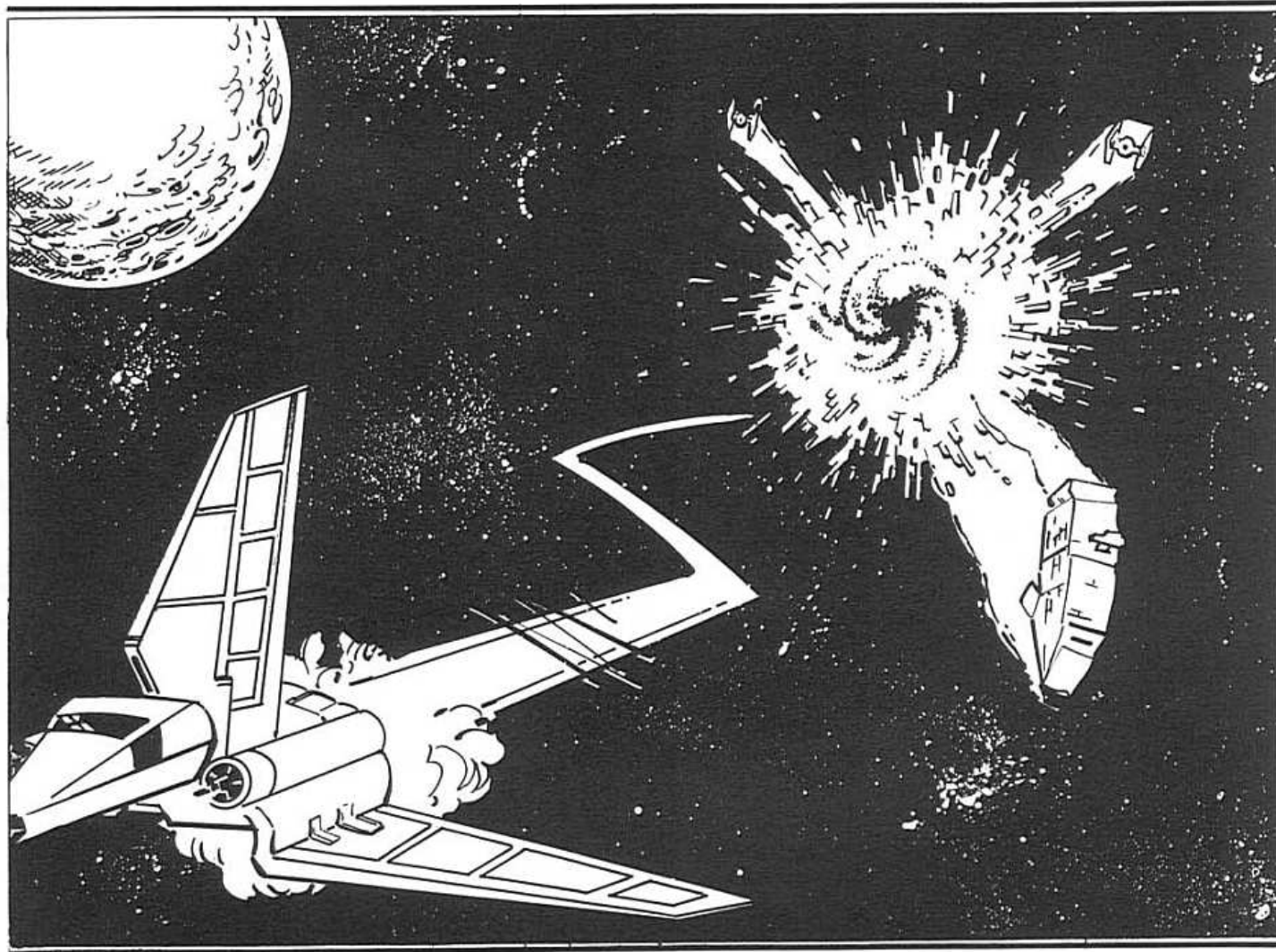
Besides the gravity overload occurring in the space around them, the Rebels have a problem within their ship as well. The projector itself heats up, smoke spilling from between baffle plates. It doesn't even take a Very Easy *Perception* roll for the Rebels to realize that they must cut the machine loose

from their ship, or it will blow them all up. As they dump the projector and escape the Black Hole's pull, read this aloud:

The ship's lights return to full brightness as you cut the gravity-well projector loose from your craft, and the puddle of stars that indicates its field of operation begins to stir and darken. The projector itself is sputtering and sparking, and for a moment or two it's a toss up whether it will last long enough to do its job.

Soon the com-channels are filled with distress calls from the Imperial pilots, and a few TIE fighters make a break for safety. The pool of starshine vanishes in a sudden flash, and one-by-one the TIE fighters seem to elongate as they're pulled into the swirling void.

Elusive, engines blasting at full thrust, seems for a moment to be holding its own,



but at last it too stretches impossibly long, and is swallowed up by a current of energy.

The Fine Print

Of course, this last result means that the Rebellion loses the use of the potentially very useful gravity-well projector. In fact, since there is now nothing left of *Elusive* to salvage, and the Rebels can't exactly return the gravity-well projector, they may be in trouble with the Squibs. (In this case the Squibs gladly lay claim to the black hole instead, and this should make the Rebels extremely worried.)

The Rebels did accomplish their primary task however, that of destroying the data carried by *Elusive*, which will earn them a

few well-deserved kudos from Alliance High Command. You should feel justified in returning any appropriately spent Force points, and in awarding anywhere from three to six skill points each to the player characters. You may award more of either if you think it justified, especially for excellent roleplaying or extremely dramatic action.

If the Rebels somehow managed to destroy *Elusive* without overloading the projector, they unfortunately find that merely creating the gravity-well was enough to render the battered machine almost completely useless. This kind of success should be rewarded with an extra skill point for each character however.

STAR WARS®

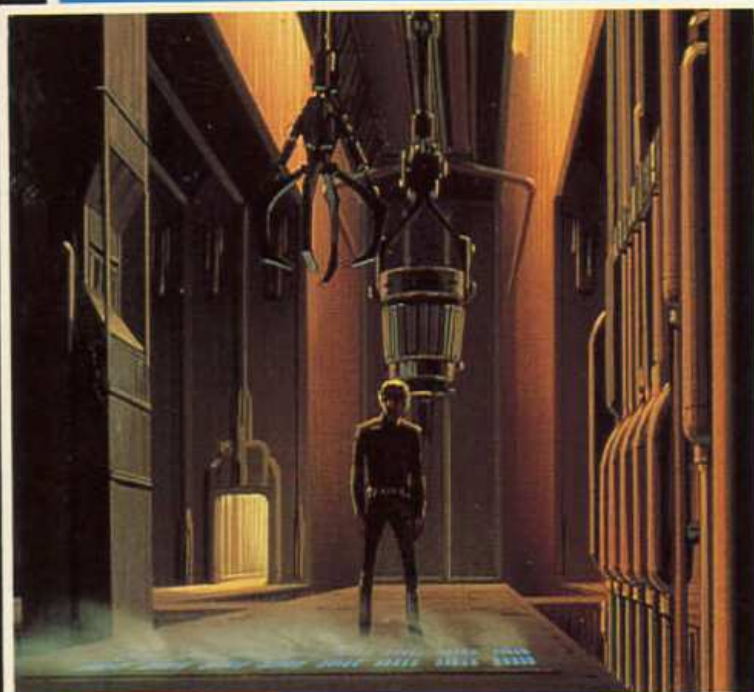
Scavenger Hunt

by Brad Freeman

A funny thing happened on the way to an ambush...and now the largest pile of garbage in the galaxy stands between a Rebel strike team and the fate of secret Alliance sympathizers.

The Imperials have destroyed the Rebel base on Dankayo, reducing the facility to slag. Now that slag has been loaded into a transport for shipment to an Imperial research base. Buried within the wreckage are intact data banks containing the locations of every Rebel contact in this portion of the galaxy. If that information is discovered, thousands upon thousands of people will die!

A Rebel strike team has been assembled to intercept the Imperial transport. Problem number one: figure out the transport's destination so an ambush can be set up along the appropriate space lane. Problem number two: convince the scavenger Squibs to help with problem number one. The Squibs know where the ship is headed, but will only reveal the information in exchange for a favor. A *big* favor...



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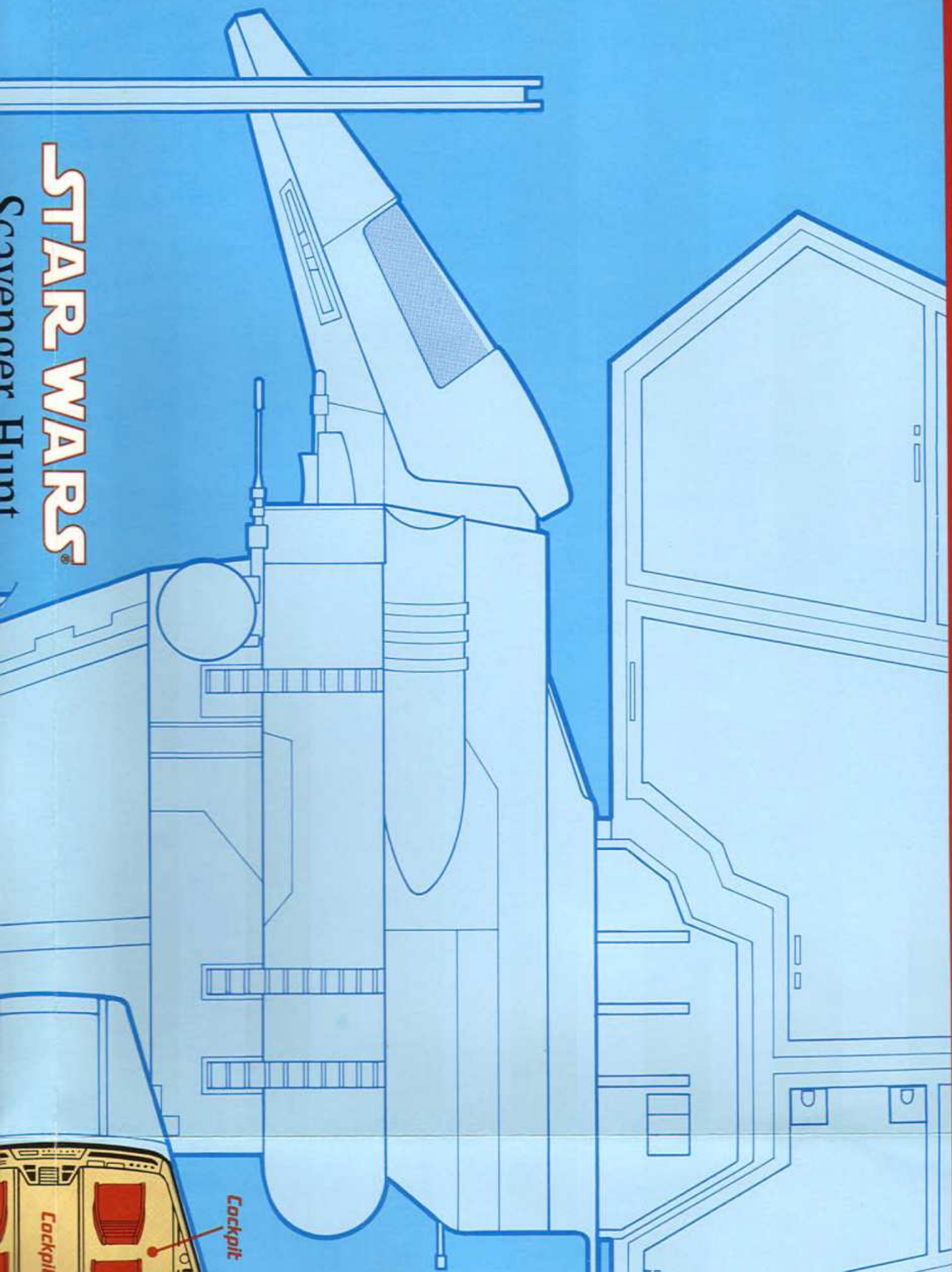
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Scavenger Hunt

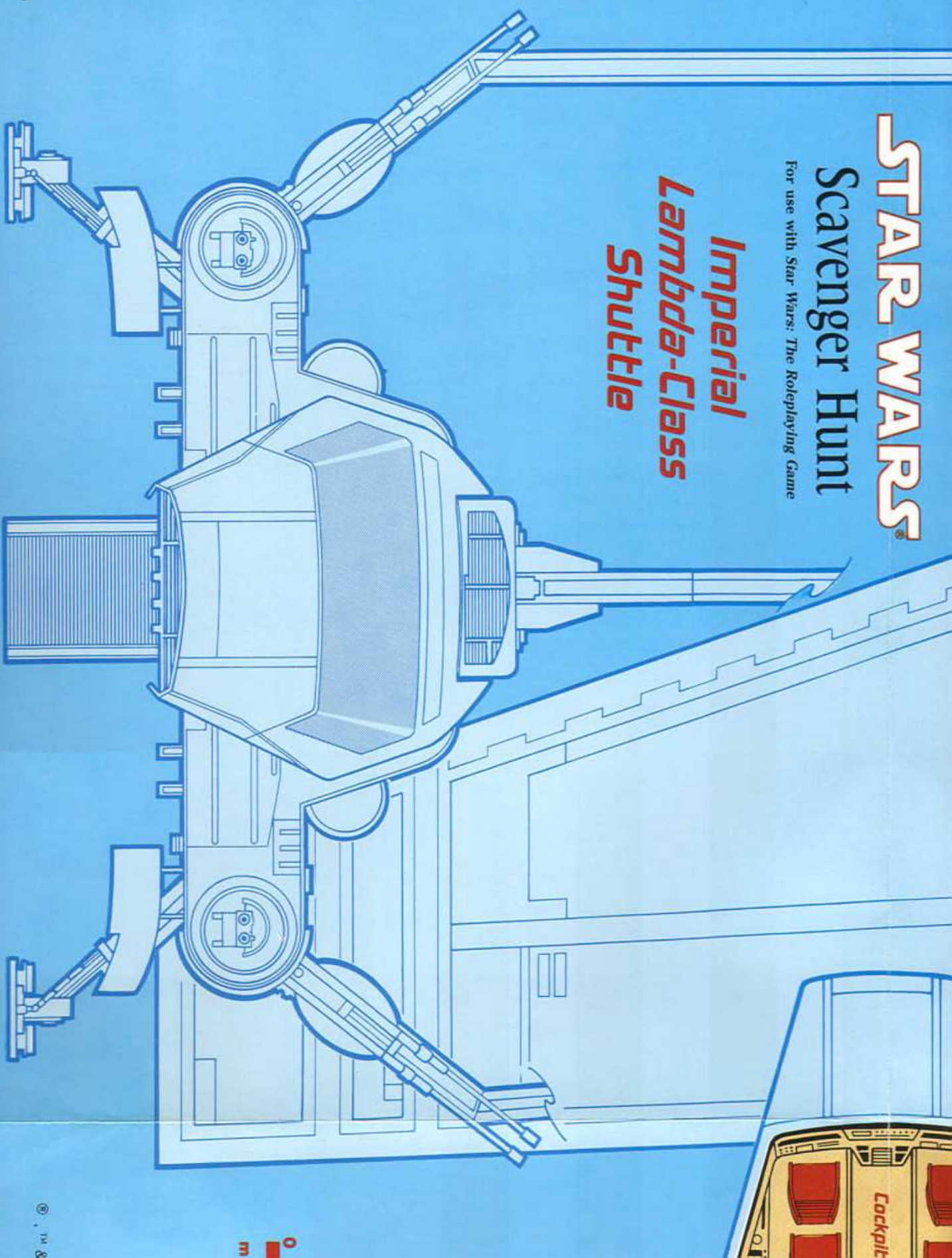


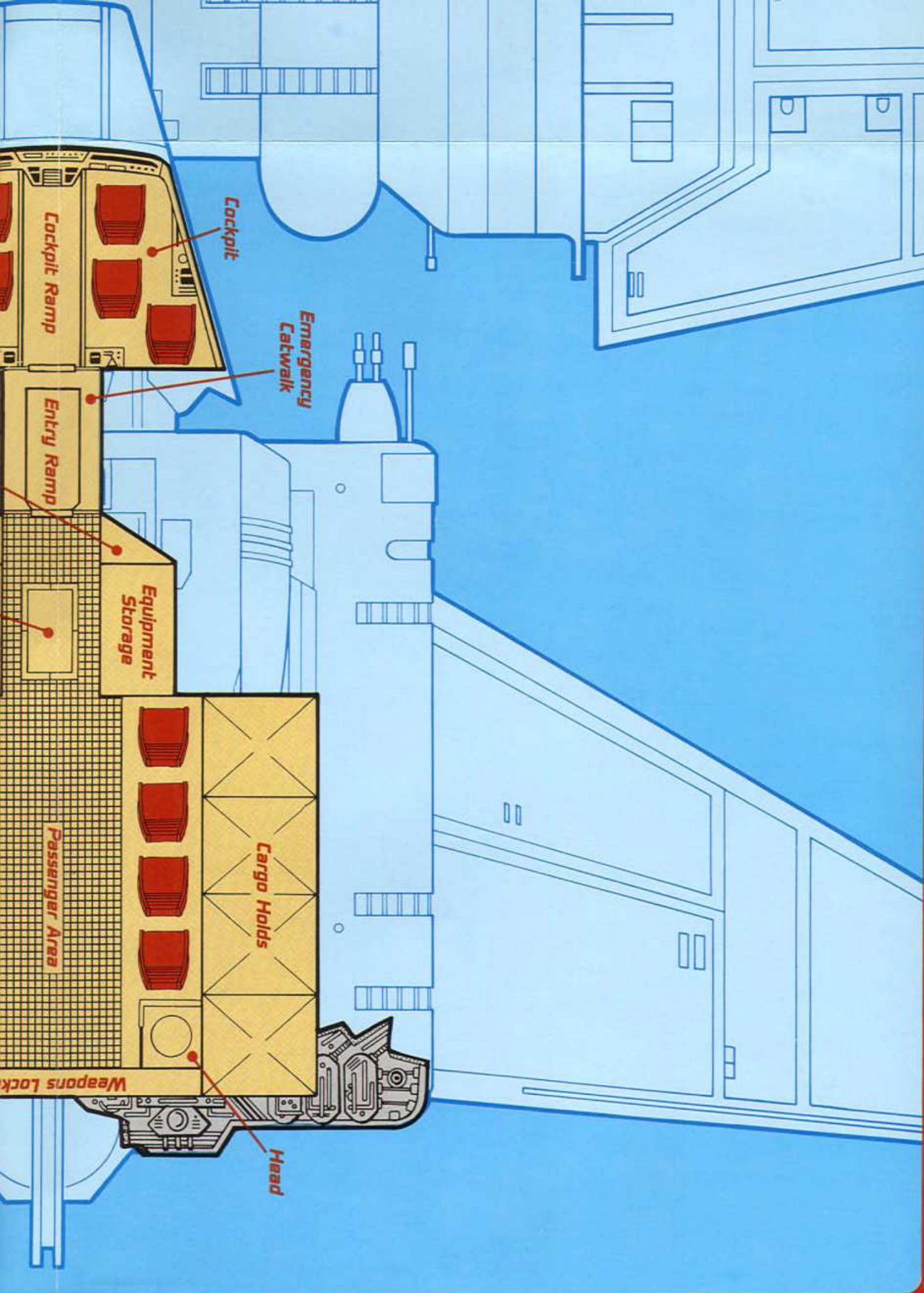
STAR WARS®

Scavenger Hunt

For use with Star Wars: The Roleplaying Game

Imperial Lambda-Class Shuttle





Cockpit

Emergency
Catwalk

Cockpit Ramp

Entry Ramp

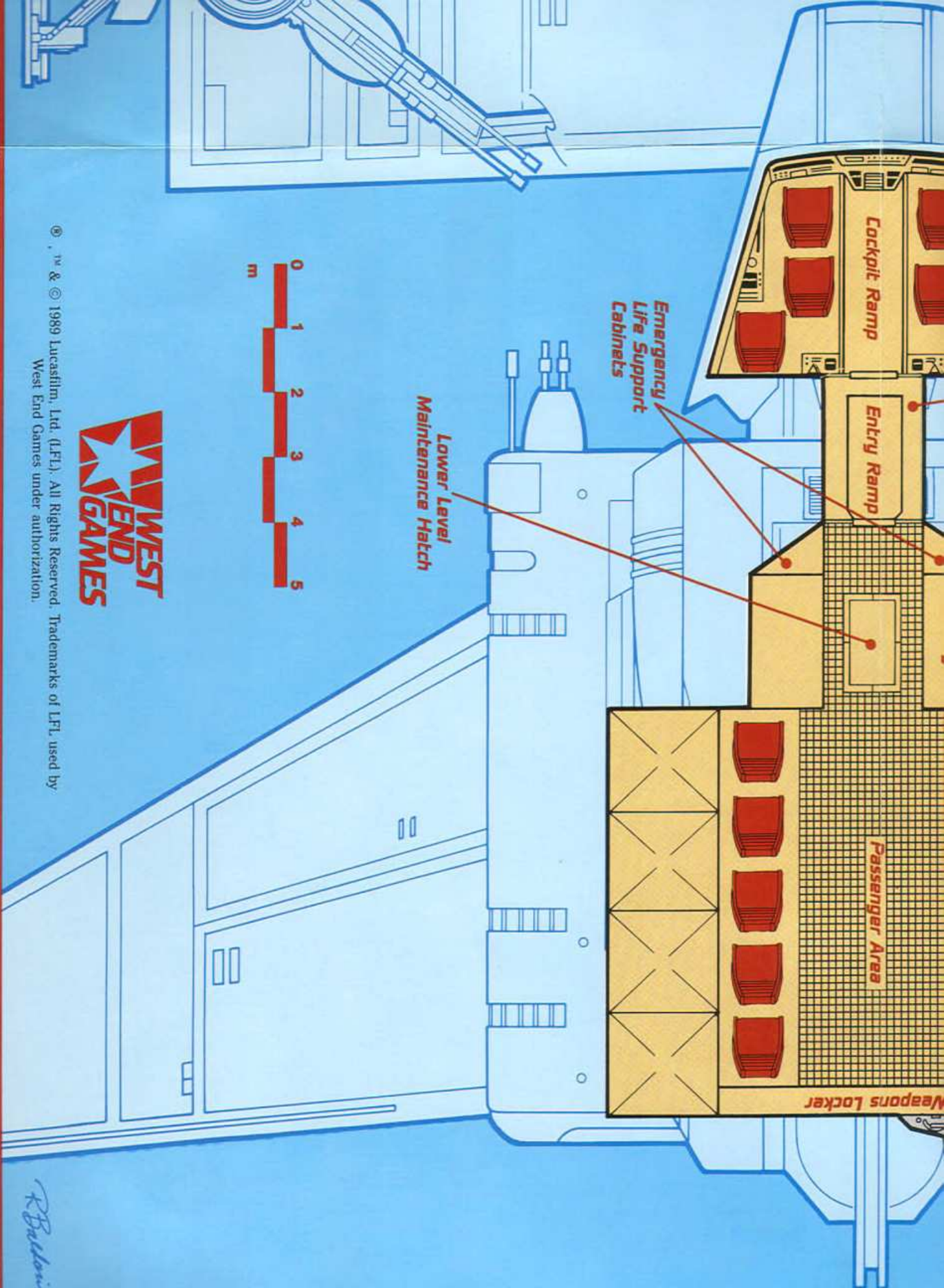
Equipment
Storage

Cargo Holds

Passenger Area

Weapons Locker

Head



Cockpit Ramp

Entry Ramp

Passenger Area

Weapons Locker

Emergency
Life Support
Cabinets

Lower Level
Maintenance Hatch

0 1 2 3 4 5
m



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R. Ballou

STAR WARS®

The Roleplaying Game

RULES UPGRADE

The following upgrades should be made to your *Star Wars: The Roleplaying Game* rulebook. They replace the previously published rules. Any rules not covered in this upgrade *remain the same* as they appear in the rulebook. These upgrades were instituted to increase enjoyment of the game, clarify certain rules questions, and to further enhance the movie-like spirit of the original rules set.

Difficulty Numbers

The difficulty numbers listed for each type of task are *guidelines*, numbers which can vary from task to task, even when the tasks are similar. They were not intended to be absolutes. Swinging across a shaft in the *Death Star, one hand on a rope, the other around a princess*, is a *difficult* task. So is swinging across a mine shaft while being pursued by stormtroopers. But the *Death Star* is the *Death Star*; swinging across a mine shaft is a bit easier, although it's still tougher than a *moderate* task. To reflect this in the game, the difficulty numbers are now presented as a scale.

Task Description Difficulty Number Scale

Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30

There are similar scales for combat, knowledge, general knowledge, and medpac use. See the revised "Difficulty Number Chart" at the end of this pullout.

Certain types of tasks can and should be scaled according to circumstances. Medpac difficulty numbers, for example, are based on the extent and severity of damage. Was a PC wounded by a single blaster bolt? Use 6 as the difficulty number. Was a PC wounded by a thermal detonator? Slide the difficulty number up toward the top end of the *wounded* scale, which has a maximum of 10.

Until your PCs have advanced to a great degree, use the task-related difficulty numbers at the low end of the scale. These numbers will provide exciting challenges without frustrating players with impossible tasks. Reserve the top end for exceptional circumstances.

Combat (Revised)

Sequencing

To provide a faster, simpler combat environment that makes visualization easier, we have redefined the combat sequence. The

new sequence divides combat into *combat rounds*. Each round represents five seconds. Each round is divided into the following five segments. You keep on playing one combat round after another until one side is dead or has fled or surrendered.

Each combat round follows this sequence (which replaces the sequence on page 46 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full dodge option must be declared now. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. Characters declare combat dodges. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. Characters who declared the use of reaction skills (full or combat dodges) roll skill dice. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of *haste* actions taken; a character who takes three *haste* actions would act before a character who took one or two *haste* actions. Actions with the *same degree of haste* are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and strength dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of *haste* actions must calculate damage at that time, before lesser *hastes* or simultaneous actions occur. These damage results affect the outcomes of the remaining actions in the segment.

Actions

Actions, which must be declared during the first segment of a combat round, are movement, skill and attribute use, *haste*, and preparation.

Movement during a combat round is either a walk or a run. A character can walk up to five meters without any penalty. A running character can move up to 10 meters, but this counts as an action. Remember, every action after the first one costs 1D. Reduce any skill or attribute roll made while running by 1D. As a bonus, running characters add 1D to their full or combat dodges (see below). In these revised rules, there are no movement points.

Haste allows a character to perform his actions first during the "roll actions" segment. Every *haste* a character declares counts as one action. The character declaring the greatest number of *haste* actions performs the first actions.

Note: Actions by subsequent characters must take into account any damage results that occur due to the *haste* actions.

Preparing an action lets a character increase one skill code by 1D on the next combat round. During the round that a character prepares, he can do nothing else. In the next round, he makes his improved skill roll.

Dodging and Other Reaction Skills

There are now two options available when using a reaction skill — a *full* reaction and a *combat* reaction.

Full dodge is similar to the *dodge* rule described in the basic rules. You add the number a character rolls using his *dodge* skill to the difficulty number of the attacker. The character making the full *dodge* must move at full speed (take a running action) although he does not have to move the full distance allowed. He cannot perform any other action that round. In a starship combat situation, a *full evasion* would require the pilot to do nothing except try to attempt a fancy maneuver in hopes of decreasing his ship's chances of being hit. Other crew members, however, can use other skills this round — including starship gunnery. See "Evasion" for details.

Combat dodge allows a character to *substitute* his skill roll for the attacker's difficulty number. The defender rolls his *dodge* dice, and then chooses the difficulty number of the attack, either his *dodge* roll or the original difficulty number. The *combat dodge* lowers a character's skill codes by 1D for that combat round.

One reaction skill roll affects all combat directed at a target for the entire combat round.

Combined Actions

Two or more characters can now combine their actions for a single round in order to more effectively accomplish a single task. To perform a combined action, all characters involved must declare they are combining. One of the involved characters must be chosen to actually perform the action, using his skill code for the roll; others involved are simply adding support. For every additional character (other than the chosen one) involved in the action, *add one pip for every full die* of skill or attribute or Fire Control the supporting characters have. Then roll once for each combined action declared.

Example: Two stormtroopers and an Imperial officer declare a combined shot at one PC. One trooper is chosen to roll his blaster skill code of 3D. The other trooper (3D) and the officer (2D+1) add one pip for each full die of skill they have, for a total of +5. So the chosen trooper rolls 3D+5 to make the difficulty number determined by the gamemaster.

Every combined action counts as one action. Reduce *every involved character's* skill or attribute codes accordingly, depending on the number of actions declared in a round.

Example: The two stormtroopers and the Imperial officer declare *two* combined shots at one PC. Their skill codes are each reduced by 1D for taking two actions. The troopers now have blaster codes of 2D, and the officer has a code of 1D+1. So the chosen trooper rolls 2D+3 twice to make the difficulty number.

Combined shot damage is calculated normally. For each hit, roll the damage dice of the chosen weapon. Do *not* combine the damage dice of every weapon involved. In effect, every combined shot is actually a volley of shots directed at a specific target in order to secure a hit.

Note: When using this rule, the gamemaster must take into account the sorts of actions which can be combined. Actions which

are strictly individual actions may not be combined. For instance, TIE pilots may not use a combined action to increase their ships' speeds. The speed of each TIE fighter is independent of the speed of another. They may use a combined action, however, to fire upon a Rebel vessel.

Stance

A character can either be standing or prone. For game purposes, standing includes crouching, kneeling, or any position in which a character is not lying down to avoid fire. Prone is deliberately lying down to avoid fire. A character can fall prone at any time without penalty. A character who is prone can get up and use skills in the same combat round, but this counts as an action. Prone characters are harder to hit; add +2 when determining to-hit difficulty numbers.

Damage Effects

Stun results now reduce all skill and attribute codes of the target by 1D for the rest of this combat round and the next combat round only. However, strength codes are used at full value when resisting damage. *Stun* effects are cumulative. A character stunned three times in the same combat round would reduce his codes by 3D through the next combat round.

Grenades and Thermal Detonators

To determine distance scattered (in meters), roll 1D at short range, 2D at medium range, and 3D at long range.

Optional Combat Rules — Surprise

Surprise gives a character *two free haste actions* for the combat round. These actions do not lower any of his die codes.

Example of Play (Combat)

Four Rebels encounter seven Imperials in the corridor of a space station. They are at medium range to each other, and all characters are armed with blaster pistols.

The Rebel group consists of a pilot (DEX 3D, blaster 5D, *dodge* 4D, STR 3D), an engineer (DEX 2D+1, blaster 3D+1, *dodge* 3D+1, STR 2D+2), a smuggler (DEX 3D+1, blaster 5D+1, *dodge* 4D+1, STR 3D), and a Wookiee (DEX 2D+2, blaster 4D+2, *dodge* 3D+2, STR 5D).

The Imperials include a bounty hunter (DEX 4D, blaster 6D, *dodge* 5D, STR 3D+2), and six stormtroopers (DEX 1D, blaster 3D, *dodge* 3D, STR 3D).

Both groups decide to attack, so combat must be resolved according to the combat sequence. We've described the first round of combat so that you can see how all the elements work together.

1. Declare Actions. Characters declare actions in DEX order, from lowest to highest.

Stormtroopers #1 and #2 combine with the bounty hunter to take one shot at the Wookiee.

Stormtroopers #3 and #4 combine to take one shot at the engineer.

Stormtrooper #5 takes one shot at the pilot.

Stormtrooper #6 takes one shot at the smuggler.

The engineer declares a full *dodge*.

The Wookiee decides to take a *haste* action to move to cover, then take one shot at the bounty hunter.

The pilot falls prone (increasing the difficulty number to hit him, +2), then fires twice (once at trooper #2 and once at trooper #5).

The smuggler takes a *haste* action to shoot once at the bounty hunter.

The bounty hunter combines his fire with stormtroopers #1 and #2 to take one shot at the Wookiee.

2. Declare Reaction Skills. The bounty hunter is the only character to declare a *combat dodge*.

3. Roll Reaction Skills. At medium range, the difficulty number to hit is 11. Reaction skills could increase that number. All characters

who declared reaction skills roll their dice.

The engineer rolls his full dodge. He rolls a 13 and adds that number to the difficulty number, increasing it to 24.

The bounty hunter rolls his combat dodge. He rolls a 17 and decides to substitute that for the difficulty number.

4. Roll Actions. Haste actions are rolled first, then other actions. Smuggler declared two actions, a haste and a shot at the bounty hunter. Reducing his skill by 1D, he has 4D+1 to make a difficulty 17. He rolls 16+1 for a 17, a hit! Damage for this haste action is calculated now. Smuggler rolls a 12 for damage, bounty hunter rolls a 15. The bounty hunter is stunned; his codes are reduced by 1D for the rest of this round and all of the next.

Wookiee uses his haste to move to medium cover (+2), increasing the difficulty number to hit him to 13.

All other actions, which have the same degree of haste, occur simultaneously. They can be resolved in any order.

Stormtroopers #3 and #4 take a combined shot at the engineer. The chosen trooper rolls his 3D, adding 3 pips from the other trooper. That makes it 3D+3 to get a 24. He rolls a 10, a miss!

Stormtrooper #5 shoots at the pilot. He has 3D to roll a 13. He rolls an 11, a miss!

Stormtrooper #6 shoots at the smuggler. He has 3D to roll an 11. He rolls a 12, a hit!

The bounty hunter rolls his dice, 6D reduced by 2D due to actions and stun. The two stormtroopers add 6 pips so the bounty hunter has 4D+6 to roll a 13, the difficulty number to hit the Wookiee. He rolls a 12+6 for an 18, a hit!

The Wookiee shoots at the bounty hunter with 4D+2, reduced by 1D because he took two actions. He needs a 17. He rolls an 11, a miss!

The pilot shoots twice with 5D, reduced by 1D because he took two actions. He needs an 11. He rolls a 12 and a 14, two hits!

5. Calculate Damage. Each target hit rolls STR dice against damage dice to determine the extent of damage.

The smuggler rolls 9, but the damage roll is 12. He's wounded!

The Wookiee is hit for 15 damage, but he rolls a 24. He's only stunned.

Stormtrooper #2 and stormtrooper #5 roll 10 and 11, but the damage rolls are 14 and 17 respectively. They're both wounded!

At the end of the first round of combat, the smuggler is wounded (codes reduced by 1D), the Wookiee is stunned (reduced by 1D through the end of round two), stormtroopers #2 and #5 are wounded, and the bounty hunter is stunned through the next round.

Will the Rebels win the day? Or will the Imperials combine their powers to overwhelm our heroes? Only subsequent combat rounds will tell.

Starship Combat Sequence

Each starship combat round follows this sequence (which replaces the sequence on page 61 of the rulebook):

1. Declare Actions. Characters declare all actions for this combat round. The full evasion option must be declared now, as well as attempts to increase and decrease range during the "roll actions" segment. The character (PC or NPC) with the lowest *Dexterity* code declares actions first, followed by the other characters in ascending order of *Dexterity*.

2. Declare Reaction Skills. All pilots declare combat evasions. The character (PC or NPC) with the lowest *Dexterity* code declares first, followed by the other characters in ascending order of *Dexterity*.

3. Roll Reaction Skills. All pilots who declared the use of reaction skills (full or combat evasions) roll skill dice. Shield operators roll for shielding attempts. The gamemaster determines the to-hit difficulty numbers for this combat round.

4. Roll Actions. Characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken; a character who takes three haste actions would act before a character who took one or two haste actions. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occurring first, then all movement.

5. Calculate Damage. Roll damage and hull dice for all targets which were hit, and determine the effects according to the "Damage Summary" chart. Any targets hit early in the "roll actions" segment because of haste actions must calculate damage at that time, before lesser hastes or simultaneous actions occur. These damage results effect the outcomes of the remaining actions in the segment.

Evasion

Full evasion is the evasion described in the rulebook. If a pilot chooses a full evasion, he may perform no other action that round. This is different from the full dodge; in full evasion, the evading ship cannot increase its range. Piloting rolls are only made to determine if the attacking ship moves closer; if the evader rolls higher, the range remains the same; if the attacker rolls higher, the range decreases by one step.

When a pilot declares a full evasion, he is desperately trying to avoid enemy fire. His efforts make it considerably more difficult to hit his ship. Such a wildly gyrating, unpredictable flight path also makes it more difficult for any gunners on the evading ship to hit their targets; add the evasion roll to the difficulty number to hit enemy ships.

Combat evasion functions exactly as a combat dodge. The pilot may choose to substitute his skill and maneuver roll for the attacker's difficulty number. A combat evasion has no effect on the fire of gunners aboard the evading ship, or on piloting rolls (except for the action cost).

Shielding

Shielding is a reaction skill, declared during the "declare reaction skills" segment of the starship combat sequence. Shield attempts are made during the "roll reaction skills" segment. The shield attempt roll is added to the difficulty number of the attacker. This sum is called the *shield number*. If the attacker rolls above the difficulty number to hit, but less than the shield number, he hits the ship but the shield dice are added to the hull dice when calculating damage.

Example: The pilot of *Silver Bolt* rolls an 18 for a combat evasion against TIE fighters at short range, choosing that number instead of the difficulty number of 6. The co-pilot, operating the shields, rolls a 16. The shield number is 34. If the TIE fighter pilots roll 17 or less, they miss *Silver Bolt*. If they roll 18 through 33 they hit the ship, but the shields help protect the hull. If the TIE pilots roll 34 or better, they hit the ship while avoiding the shields; only hull dice are rolled to resist damage.

Starship Damage

The description of ship ionization (page 63 of rulebook) is modified as follows.

If shields were not used successfully, or the ship has no shields, or all shields are blown, when a ship is lightly damaged its *controls are ionized*. All ship codes (except hull) are reduced by 1D for the rest of this round and the next combat round only. The ship and crew may take actions with the decreased die codes; they do not have to forfeit a round. The ship recovers from ionization at the end of the next combat round.

Other Vehicles

The starship combat sequence is used whenever the combatants are in vehicles. A speeder bike chase uses the same sequence as a dog-fight between starfighters.

STAR WARS CHARTS AND TABLES UPGRADE

STARSHIP COMBAT SEQUENCE

- 1. Declare Actions.** Characters declare all actions for this combat round. Full evasion option, and attempts to increase or decrease range, must be declared now. Lowest DEX declares first, then others in ascending order.
- 2. Declare Reaction Skills.** All pilots declare combat evasions. Lowest DEX declares first, then others in ascending order.
- 3. Roll Reaction Skills.** All pilots who declared use of reaction skills (full or combat evasions) roll skill dice. Shield attempts roll now, as well. GM determines to-hit difficulty numbers for this combat round.
- 4. Roll Actions.** All characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occurring first, then all movement.
- 5. Calculate Damage.** Roll damage, hull, and shield dice of hit targets.

This section replaces the bottom portion of the "Astrogation Chart" on page 140 of the roleplaying game rulebook.

Difficulty	Difficulty No.
standard journey	11-15
no nav computer	21-30
hasty entry	+10
light damage	+2
heavy damage	+5
each extra day taken	-1
each day saved	+1

This section replaces the bottom portion of the "Weapons Chart" on page 139 of the roleplaying game rulebook.

Melee Weapons	Damage	Difficulty Scale
hands	str	3-5
club	str+1D	3-5
gaderffii	str+1D	3-5
spear	str+1D+1	6-10
vibroaxe	str+2D	11-15
vibroblade	str+1D+2	11-15
lightsaber	5D**	16-20

* Damage at point-blank range (see *SWRPG* page 47). ** Characters with the control skill add skill code damage. Anything less than 3 meters away is point-blank range for ranged weapons.

DIFFICULTY NUMBER CHART

Task	Difficulty Scale
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Combat	Difficulty Scale
Point-Blank Range	3-5
Short Range	6-10
Medium Range	11-15
Long Range	16-20
Knowledge	Difficulty Scale
Everyone Knows	3-5
Common Knowledge	6-10
No Secret, But Not Widely Known	11-15
Specialized Knowledge	16-20
Expert Knowledge	21-30
General Knowledge	Difficulty Scale
Pretty Ignorant	3-5
Knows a Little	6-10
Broad General Knowledge	11-15
Specific, Detailed Knowledge	16-20
Truly Comprehensive Knowledge	21-30
Medpac Use	Difficulty Scale
Wounded	6-10
Incapacitated	11-15
Mortally Wounded	16-20

HEALING TABLE

Medpac Difficulty Number Scale	
Wounded	6-10
Incapacitated	11-15
Mortally Wounded	16-20

This section replaces the top portion of the "Healing Table" on page 140 of the roleplaying game rulebook.

OPTIONAL FIRE MODIFIERS CHART

Combat Situation	Difficulty Number
Target Prone	+2
Terrain	
Light Cover	+1
Medium Cover	+2
Heavy Cover	+5
Aperture adjacent to firer	+1
Door (otherwise)	+2
Window (otherwise)	+3
Slit (otherwise)	+4
Target Size (personal combat only)	
less than 1 cm tall	+15
1 - 10 cm	+10
11 - 50 cm	+5
51 cm - 99 cm	+2
1 - 3 m	-
3 - 9 m	-3
10 - 99 m	-5
100 m or larger	-10

COMBAT SEQUENCE

- 1. Declare Actions.** Characters declare all actions for this combat round (movement, skill or attribute use, haste, or full dodge). PC or NPC with lowest DEX declares first, then others in ascending order.
- 2. Declare Reaction Skills.** Characters declare combat dodges. PC or NPC with lowest DEX declares first, then others in ascending order.
- 3. Roll Reaction Skills.** All characters who declared the use of reaction skills (full or combat options) roll skill dice. Game-master determines to-hit difficulty numbers for this round.
- 4. Roll Actions.** All characters who declared actions roll skill dice. Actions are resolved in descending order of the number of haste actions taken. Actions with the same degree of haste are resolved simultaneously, with all non-movement actions occurring first, then all movement.
- 5. Calculate Damage.** Roll damage, strength dice of hit targets.